

Anduin

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FROM THE WIZARD'S MOUTH...

I think it's about time I gave the section where I ramble for a while a name so, there it is! I can't tell you how much fun putting together the last few issues has been, but the responses have been pouring in, so I must be doing something right. Actually, not all the responses have been positive but that's OK, at least I'm attracting attention! I've been finding out what a lot of you like in a Dipzine thanks to my request last issue that you drop me a line on the subject. It seems that I haven't hit the perfect chord yet. Last summer the issues were too short, and too game orientated; this fall the issues were too slopily put together; #15/16 was too large(!) and it seems a few people didn't appreciate being charged for a double, while others loved the issue; #17 had too many letters; and last ish (put out a week later) had too few. I would have combined the two and made it a 48 pager and charged a double so I don't know what some of you were complaining about. You would have gotten the same thing no matter what. In general though, the issues have been getting better and better. My editing of spelling errors has improved, and I hope to show an improvement of editing letters this issue as some of you expressed a hope that I would do so. Using the computer has also greatly helped. As for this issue, things look pretty good at this point. There will be a few articles, and a bunch of letters (not as many as last time though!), and of course, the games.

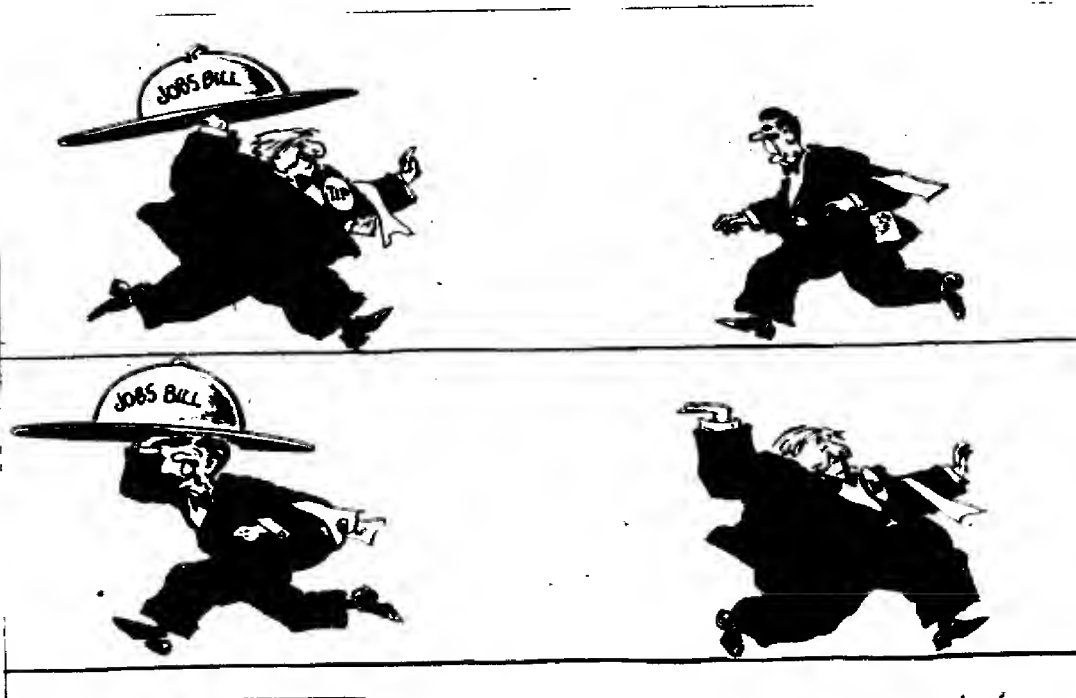
Time for a big announcement. Sadly, there will not be an April issue of Anduin. Nor will there be a May issue and the same is also quite possible for June. The reason for this break is due to my school commitments. As you all know, the junior year of High School is the most important, and I have so many commitments coming up that I can't afford to spend my time on anything else but studying. I will continue to run the games on five week deadlines though, for the duration of this period. I will simply send the results only to the players. Probably no maps though; we'll see. I want to stress the fact that I **am NOT folding!!!!** I have absolutely no intention of folding. I enjoy publishing immensely and I see no reason to fold. This is just something I have to do. Once I get this out of the way, I expect to be back into the thick of things come this summer. So please, don't give up on Anduin, keep the letters and articles coming and I'll be back before you know it! I feel very optimistic about the whole thing. Tentatively, the next issue is probably going to be sent out June 24, or around there. I want to send it out before the World Open starts, and well before DipCon. Also, a tentative date has been set for the Great Neck con! It is August 4-7 (Thursday through Sunday). I'm hoping to see many of you there! In May, I will send out a definite date to all publishers to try and publicize the event. It is three weeks after DipCon so if your looking for some quick revenge on the guy who stabbed you there,

cont'd on page 3

CONJURING UP THE ISSUE

I think it's about time I put in T of C for this hear thing. It's getting kinda large so now you can simply look up the parts your interested here and turn to the appropriate page.

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From NY Times 3/6/83

(cont'd from first page)

this is the place to come! Boy, this summer is gonna be a blast!! I'm starting to get involved with a couple of hobby projects, both of which are planned for late this year. The first one I mentioned last issue is a Dip-calander. My sister and I are planning on doing this together. If you have a definite date set for a Dip related event in 1984, and you want it publicized, send me the information and I'll be happy to list it on the calander. I know this is a little early but there's no time like the present! Anyhow, it's something to think about. The other project I'm getting involved with is the hobby census for 1984. Dick Martin has expressed that he doesn't intend to do the Census next year and I'm hoping to get the job. I don't know of anyone else interested in the job as of now, but if there are any people interested, I'll get in contact with them and see what I can come up with. I certainly don't want to get involved in the kind of situation Walker and Sacks got into as far as the Game Openings thing went!

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SCROLLS, SPELLS, AND OTHER LETTERS

This is the month for changing titles to the different sections in Anduin. Methinks I'll do this for the other sections also. As you all know, in the past I've simply reprinted letters in their entirety and I intend to continue doing so. However, I also intend to print just excerpts from some letters so that I can group them together according to topic. Somewhat like Gary Coughlan does in EE, except that I'm not going to go entirely to the 'cut-and-paste' method. Probably I'll end up with something inbetween that and what I used to do. See how you like it this way.

First up, we've got a bunch of people commenting on GM'ing interpretations of orders. Specifically, we're referring to Brux Linsey's houserules and his method of gm'ing:

From Ed Wrobel (1-31-83):

Eric-

It may come as little surprise that I would not have adjudicated the mutual support orders as Linsey did. I would not have disallowed the orders because as ombudsman Berch noted, the intent was obvious. A move should be disallowed only if it is illegal or ambiguous. Linsey disallowed my move because it failed to conform to his own shorthand. It's his zine. He can impose whatever requirements he likes and then advise his players that it's all perfectly clear in his interminable, incomprehensible, revised, newly revised and again re-revised houserules. All I want is to play postal Diplomacy under a reliable GM. I don't want to spend hours deciphering houserules, adding revisions and notes to an outdated copy, and then hope that my move won't be capriciously denied. The teacher in Linsey has killed the GM. He doesn't adjudicate a set of moves; he corrects them. To whose advantage? His players? I've made a substantial commitment of time and money to two VoD games. My sub will be up in a few issues. I certainly don't want to send Linsey any more money but

I don't want to just drop the game either. It seems I've been tricked.

As Arnawoodian pointed out in a recent letter to Apalling Greed, Linsey refuses to use common sense. I'd put it a little differently. He fails to exercise judgement. He would like to escape responsibility by blaming his house rules. In a reply to one of my letters he wrote that it is not in his place to judge intent. Hog stool. Everytime he reads a set of orders he is interpreting the meaning of the player's writing. There is no such thing as communication without a judgement as to intent. I suppose that's the point.

((I agree fully with that last statement. Your request to 'just play postal Diplomacy' seems like a fair enough one to me, but for a view from the other side, let's hear from

Mark Berch (2-3-83):

Dear Eric Kane,

I was the Ombudsman in the GMing situation which seems to have you so worked up. First, it should be clearly understood that, as a purely factual matter, the units were double ordered. That is, Ed wrote Gre twice, once with "H" after it, and once with "S". Your response seems to be: Well, so what? But if you are going to permit this sort of double ordering, what about other types? Can you both H and C? Both H and move? Now, H and - may strike you are inherently contradictory, and they are, but so is H/C and H/S. They are all contradictory for the same reason: a unit is permitted only one order. Ed, in turn, argues that it was clear what he meant, which is true, and he's taken to quoting me on this. We all know he didn't intend to double order his pieces. But he did. A player orders A Bel-Hel --- we know he intended A Bel-Hol ---- but he wrote Hel, not Hol. Most players don't intend to NMR, or build in an already occupied center, etc, but that doesn't change anything. You must go by what the player actually wrote. If you get into intent, you are on a terribly slippery slope. How far will you go, how complicated will you let things go? If you permit double ordering, you not only have to decide which categories are permitted and which are forbidden, you also have to decide which takes priority. If a unit is ordered to both S and C, which will you choose?

As you know, I look thru a lot of old dipzines for material for DD, and I've seen a trend of sorts. New GMs usually start with some playing experience, but of course, none at GMing, and as a result are player oriented, and willing to get into question of "intent". But as the years roll on, and they see what sort of trouble they or their fellow GMs get into by looking at intent, they become much stricter. GMs from time to time announce a change in approach or philosophy, and the switch to a more permissive attitude toward player errors is much less common than the reverse.

As for saying that Bruce is "screwing" his players by either having or enforcing strict HRs, this is preposterous. He has repeatedly stated that he has strict HRs, and he enforces them, and as a result, VOD should attract those who want that sort of game: those wanting a looser game or a GM who will make decisions

on player intent, are invited to go elsewhere. Players are entitled to a consistant approach, and Bruce gives that to them.

You also asked about F Bel S Hol, F Hol S Bel. This is one of those unfortunate areas where postal GMs traditionally have enforced a much stricter standard than the rulebook. The Rulebook is very explicit on what it takes to write a valid order, and labeling the units as armies or fleets is not included (nor are those abbreviations required --- one could have A for Armada, F for footsoldier). Alas, most GMs will invalidate orders which have the wrong labels, or none at all; there is a long hobby tradition behind this. But don't be too smug, Eric, because you do the same thing. You require stating nationality for an international support. The Rulebook makes no such requirement, and indeed, says that such nationality label is optioanl ("...for clarity, the player may wish....").

On another topic, there has certainly been more than one black player in the postal hobby, but so far as I know, only one black pubber, one Cliff Mann, who is no longer in the hobby.

((I suspected that there was more than one black player in the hobby. Thanks for clueing me in. This question of intent strikes me as quite interesting indeed. If someone sent me a set of orders saying F Bla S A Rum-Sev and F Bla C A Rum-Sev, I'd have F Bla H, as it is undoubtedly double ordered, and intent is not obvious. But Ed's orders are a different case altogether. The intent there is obvious. Also, remember that Ed was using Bruce's notation (do you think someone would write A Rum-Sev (F Bla C/S? I don't see how something like this would happen). You do bring up an interesting question though as to how far a given gm will go into intent. I really don't know. I guess I'll find out as situations arise!

If Bruce isn't screwing a player by enforcing a silly HR, then what pray tell, is he doing? I'll readily admit (and have done so before) that Bruce was doing nothing more than following his HRs (which is a difficult feat if I do say so myself!), all I think he should do is CHANGE THE HOUSERULES! There has to be a problem when the houserules are larger than the rulebook itself! I could see them being equally as extensive or even more extensive, but not that much more!!! Still, your right, Bruce is a strict gm and has said so in the past. I've been happy with the way he has handled my orders, and other than those two incidents, he has been an excellent gm. I gave him a 9 in the Leeder polls, and #2 in the Marco Polls. He'll be a 10 and #1 when he revises his HRs. At least so that they are clear enough to follow. As for F Hol S Bel & F Bel S Hol, and specifying a nation for international support, I had no idea that this was not covered in the rulebook. To be honest with you, I hardly ever look in the rulebook. I don't feel a need to. When I wrote my houserules, I basically just looked through several other gm's HRs and took the ones that I liked. However, your bringing this to my attention may call for a change in HRs sometime in the near future!))

((For yet another view of this whole situation, here is...

Rod Walker (excerpts) 1-30-83:

Linsey (p. 11): Brux may be strict. I agree he is, and I agree he may carry it to an extreme I would not do, although my philosophy of GMing is much closer to his than that of many GMs. However: Brux is trying to be consistent and fair and is trying to anticipate problems so that he won't be forced into an ad hoc decision. Unfortunately, when screwy situations arise, the GM is always going to be damned if he does and damned if he doesn't. It's fashionable to pick on Brux for picky GMing, but everything he does is in line with his GMing philosophy, of which he has never made a secret. I'd rather play under Brux than many other GMs I could (but won't) name. At least from him I know what to expect.

With respect to the specific situation, I don't use, or allow, the type of parenthetical orders in question. However, I have a HR which gives great weight to the Rulebook statement that "a badly written order, which nevertheless can have only one meaning, must be followed". Since a unit giving support is also holding, I would have reduced this badly written set of orders to A Gre S A Bul, A Bul S A Gre. Actually, in my own notation, this becomes A Gre MS A Bul (MS="mutually support"). As for F Bel S Hol, F Hol S Bel, please check the sample game in the Rulebook. Although I require that the unit designation be written out in my HRs, the Rulebook clearly indicates that is not required. I don't agree with that practice, and require it otherwise, but that's what the rules say. However, let's say that the player in question orders his two fleets as follows: "A Bel S A Hol, A Hol S A Bel". Under the "badly-written order" clause, the orders are still legal, still go, and reduce to (in my notation) "F Bel MS F Hol".

However, when you come right down to it, ordering a unit to hold and to support is double-ordering it. Brux's ruling is entirely in accord with rulings he's made in the past. In terms of "realism", this would not be the first time a commander in the field has misinterpreted or even disobeyed orders he has recieved. A commander who has ordered both to stay in camp and to participate in an action would be very confused indeed. Brux is correct if, in my judgement, a little harsh in view of the "badly-written order" rule.

((Not really much I can add to here. You made your point very well. Just for reference, if someone writes A Bel S A Hol, A Hol S A Bel in here (and the units are actually fleets), they will hold with a (nsu) next to them. When you get right down to it, I'm a pretty strict GM myself, though not nearly as much as Brux. I'd say I fit into the 'norm' of GMs, if there is any. A question I would like to propose: Do Bruce's house rules create more problems than they solve?))

From Keith Sherwood ((2-12-83)):

Dear Eric,

Ok, ok, you've shamed me into writing. After three samples of Anduin now I figure I owe you more than a lousy post card.

I see your letter column reads like a virtual who's who of Diplom. No wonder A is so thick and you've got so many subbers.

You know, I'm really impressed with your style. I think we have a young Mark Berch on our hands (!). I mean your positions are well stated, seem to be well thought out, and have support. (You'll knock 'em dead on the English section of the SAI's I'm sure.) Take for instance your reply to Linsey in A#17. I feel likewise, probably stronger, but could never say it as you did, so eloquently. You've put it all so Bruce eat it up - He'll enjoy crossing literary swords with you.

For the record, I think Diplomacy should be conducted off the board, not on it. Don't get tricky with some technicality when writing orders to try and convince someone you blew an order they wanted. My philosophy is play the game, give the benefit of the doubt to the player, assume he's trying to do something legal. In short, don't screw the player. A Bul S A Gre H, A Gre S A Bul H goes. Intent is crystal clear. I could go on, but won't bore you. Suffice it to say after 2 games in VoD, I'm not playing any more games under Bruce. I just can't enjoy it guessing what technicality may trip me up next. Troer words were never spoken.

((Boy, that letter was just dripping with Toadyism! I love it! Seriously Keith, thanks for the nice comments. Your points on Bruce are well taken.

And of course, this little discussion wouldn't be complete without a word from the man who started it all...))

From Brux Linsey ((2-13-83)):

Dear Eric,

I think your statement that I screw the players in Voice of Doom shows a lack of tolerance on your part for those who choose to do things differently than you do. Yes, I GM strictly. Yes, it is true that many GMs would have accepted Ed Wrobel's orders as valid support orders. But just because my style differs from that of some GMs doesn't mean that anyone is getting screwed.

Ask yourself this: if a GM feels comfortable with a strict adjudication style AND if he informs his players that this is the way he will GM prior to the start of the game AND if he can find players who wish to play under those conditions -- then shouldn't he have the right to run postal Diplomacy games in this fashion? And indeed, are those players who willfully sign up for such a game getting screwed?

Enough hypotheticals: I happen to be comfortable GMing my games strictly. I inform players who sign up in VD that this is the case. They still sign up by the dozen whenever I announce game openings, and the vast majority are quite happy with my handling of their games (Ed Wrobel and Woody are two exceptions). So, for what reason do you say I am screwing my players? Because my GMing philosophy does not match your own?

As for whether VD is a good zine for novices: I feel that your belief otherwise is based on the erroneous assumption that novices are less literate, or less capable of writing orders, than are other players. I have just opened an all-novice game in VD as a favor to several novices who had told me they were eager to get into a game. There are dozens of players who got started in VD, many of them playing there at this time and most of them quite satisfied. I have found that novices are just as capable, and

frequently more careful in writing their moves, than many more experienced players. What's more, a novice can hardly do better than to sign up in a game with a reasonably small number of adjudication errors and no unannounced publishing delays. Instead of letting me persuade you, though, I invite you to write to all of the novices currently playing in VD (names and addresses available on your request if you'd like to do it) and hear the verdict straight from the horses' mouths, as it were.

You are entitled to your opinions, of course, and I don't view your remarks as anything personal. Keep up the good work with Anduin. -Best, BRUX.

((You put forth a strong argument, but I still disagree with you to an extent. You are correct and intelligent to put a disclaimer/warning about your strict GMing before people sign up for games in VD. But it is still silly to be that strict. I don't see how you or your player benefit from this. You are of course well within your rights to GM in any fashion you deem wise, and you are right that nobody is forced to play in VD, but where's the point. You a sensible and logical man, shouldn't reason be included when you write your HRs? As for GMing philosophy, mine and yours really are quite different though in many ways they are of course, quite similar. I'll except slopily written orders if intent is crystal clear, if there is any guess work involved on my part, then the units stand, period. You aren't willing to do this. I would give the player a second chance and a warning thus not potentially "ruining" his position where as you would slam the cuffs on without a second thought. As for philosophies about the purpose of HRs, you and I probably couldn't differ more and I think you are way off base. However, this is of course, your prerogative. I think that now, having heard from several players and gms on this subject, we have gotten a pretty broad view of the entire shtick. I'll admit I might have been a little hasty in condemning Bruce to novices, but I stand behind everything else I said.))

From Fred Davis Jr. ((1-31-83)):

Dear Eric:

There was another black involved in the Postal hobby. Another source recently informed me that the publisher of a Washington, D.C. Dipzine, Cliff Mann, was black. Mann produced his zine, WATERGATE, in 1976-77. There were no clues in the zine that he was black. Washington is however, one of the few places in the Nation with a large number of upper middle class blacks, due to their holding good positions in the civil service.

It should be obvious to everyone that playing wargames, or any kinds of games by mail, will only occur in a milieu that is both educated and secure. Virtually everyone who plays has a college background, and has an understanding of the use of leisure time, which is strictly a middle upper class concept. When you have to devote much of your waking moments just keeping body and soul together, and have to worry about being robbed every time you leave home, you don't have any time left over to contemplate new uses for your spare time. (I interviewed poor City residents for 6 years in Chicago for Social Security, so I'm somewhat familiar with that different world). The game stores have to be located

where the customers are. That may be "unfair," but this is not a fair world.

Incidentally, Harry Golden, I believe, was the person who coined the name for upper middle class secure Jewish person. He said such a person was a "WASH" - white Anglo-Saxon Hebrew. I've mentioned this to some of my Jewish friends at the office, and they thought it was an amusing description, so I guess it's safe to use without offending anyone.

((Pretty cute. No, I'm not offended. So now two people have written in about Cliff Mann--I guess it's safe to say he did actually exist and is/was indeed black. Your absolutely right about the stores being located where the customers are. The owners aren't stupid.))

From Rod Walker (excerpts--1/30/83):

Dear Eric:

I've neglected you shamefully, for which I apologize. I'd like to say it is not my fault. I'd like to say it, but it's not true. As usual I have enough around here to keep me busy 38 hours a day. Unfortunately, tidal friction will not reduce our rate of rotation to the point where there are 38 hours a day for another 600,000,000 years or so; I will therefore have to learn to make do with 24.

Suggestion: About 1/3 of ANDUIN seems to be waste space. You appear to be using a 50% reduction factor. I'd suggest typing your issues on 8 1/2x13 or 14 paper and then reduce it down to 5x8 1/2. The ration 5x8 1/2::8 1/2x13 1/10 (approx) applies. You should be able to get about 25% more material on to each page by narrowing your margins and giving yourself a full 13" length on the master. If your word processor won't do that for you, there is always such a thing as scissors and tape or stick glue. Works wonders, and easier on your budget, too.

Miscellaneous comments on miscellaneous letters.

Michalski (p. 7): I don't disapprove of charity, and Bangladesh may be a charity case. However, in general I agree with John: if we are to feed the world, it's up to the world to pay us a fair market price. Charity (whether deserved or not) was wonderful after WW II, when we could afford it. The plain fact is, it is not cost-effective any more. Just because we are a supermarket doesn't mean we have to give our products away. Does Safeway?

Gaughan (p. 8): A one-unit standby? Why not? I'll revive an old chestnut by pointing out that I once came in 2nd in a game in which I started as a one-unit replacement (an Austrian army in Bohemia, yet). So don't tell me it can't be done. I'm glad you called in a replacement.

Swider (p. 9): There is no "d" in congratulations, Tom. Anyway, I see nothing wrong with controversy provided there is some real issue or useful goal in mind. Proposals regarding some solution to the confusing welter of polls, for instance. But I definitely agree with you that in general the type of controversy we have in the hobby is very avoidable. There are some very nasty feuds going on at the moment. For the record, I think Gary Coughlan is one hell of a nice person who puts out one of the best

azines in the hobby. He is also a little thin-skinned (and he's not the only one) and has a tendency to overreact in some circumstances (and he's not the only one here, either). I will plead guilty on both counts, myself. Be that as it may, there is absolutely no justification for the shit that's been dumped on Gary in certain quarters the last few months. Many people, not just Gary, have had their rights to self-respect and fair/equitable treatment violated in all this. I'm glad Tom is not jumping in with football cleats, as others have done. The whole thing is very sad and unfortunate.

Peery (p. 13): No, the other "Peery" was a Perry, and was a honky. I do not see the relevance of the "gay" issue to the game. I do know of an instance where a couple of guys in the same game had a little B&D action going between them, and it no doubt affected the game, but generally speaking the issue seems to me to be meaningless.

Since Larry brings up the Coughlan/Stafford matter, let me add a couple of thoughts. Yes, Stafford's comment was (marginally) libelous. Yes, Ozog showed poor judgement in printing it. Yes, Coughlan overreacted. Yes, the matter has been blown all out of proportion. However, on balance, it seems to me that some people appear to be trying to push Gary into a corner, to goad him into further overreaction. I am no stranger to this technique; I've used it myself against certain people who had a tendency to overreact. My hope is that this whole thing can be allowed to blow over, without so many people trying to play dog-worry-bone with Coughlan. Unfortunately, there seem to be some people who will not let go. Gary is not completely innocent in all these various feuds connected with him at the moment, but he is also certainly not completely guilty either. There seems no reason for him to be bullied as savagely as he has been in some quarters.

Ron Brown (p. 18): Ron is one of the most practical and clear-headed people in the hobby. It's always a pleasure to read one of his letters. He says some very sensible things about the hobby's Custodianships. However, I see things in a little more positive light. Most of the hobby's service projects seem to be doing quite well. The NADF was founded for the specific (and almost sole) purpose of creating a forum wherein the hobby's custodians would themselves solve the problem of who does what.... that is, get replacements for custodians who default without appointing successors. This rather simple objective, which would help put an end to a lot of squabbling and feuding, has been blown all out of proportion in some quarters. In practical terms, it does mean some degree of organization. You have to have a fair and equitable way to determine if a "default" has occurred. What about the guy who wants to hang on to a title without doing any work (as has happened in the past)? What about the right of a custodian who is actually doing his to protection against deposition by a lynch mob? I don't believe in overly complex structures, but some sort of formal set-up seems the best way to balance efficiency, fairness, clout, and protection.

Smythe (p. 20): Another clear head. Must be the air up north. His explanation of the PASSCHENDAELE fiasco is a good example of why the hobby needs some sorts of institutions to deal

with (often unexpected) problems. However, the best interests of the hobby seem to be served by institutions with very limited powers and purposes. The all-purpose approach (e.g., the IDA) sooner or later breaks down into power struggles. Even at that, there are people who will engage in a power struggle whenever the opportunity presents itself. Let's face it, there are people who like to be powerful (even in so small a pond as Diplomacy) for its own sake. Kathy Byrne, for instance, very much relishes having an important voice in decisions that are made. Kathy is also a very hard worker who wants to accomplish things and has very strong (and positive) ideas. Her management of orphan placement is an excellent case in point. Kathy was out to protect the players, and she did. The flak she had to take was a testimonial to her hard work, her positive ideals, and her significant accomplishments. She is one of those people who like power and deserve to have it. There are others, who display an obvious interest in being powerful, for whom I have no such high opinion. There are those who want the power for its own sake, not for the good things they can do with it, and the hobby has its share of them.

As to polls: the idea of a single uniform hobby poll, fairly conducted, in which (nearly) everyone votes, and from which we can get some meaningful results, is a good idea. But you can't force people to give up the polls they now conduct. I agree with you the single-poll approach would be better. But it seems an impracticable ideal.

The best approach to anything getting done in the hobby is essentially informal: somebody just up and doing it. The doing gets to be an institution, and that's how custodians are born. Yes, a lot of these things add to the fun of the hobby if various people who prefer power and contention for their own sakes don't muck up the "doing" process.

Yes, it is legal for you to be a toady and have toadies of your own. It is even legal to be a toady for one of your own toadies. I believe I have a mutual toady arrangement with somebody...Berch? Byrne?? Ozog??? Well, somebody out East, anyway. What we need is a Toady Custodian to keep track of whom is doing what to whom and with which. Or whatever.

Bob Olsen is right that Anduin is an excellent 'zine. Ron Brown is right that the maps look great.

Best, -Rod.

((No way will I stand for someone orgainizing the toady hobby! What the hell do you think your trying to do you communist pig!! Try to take my fun away from me eh? You don't know what your up against! I rest my case disbelievers!

Some quick answers: Thankx for the suggestion about making better use of space, but I think for now I'm fine. Besides, pretty soon I'll be getting an updated version of this word-processing program which has wider margins and allows for more lines per page. --- Your comments about the letters are both intelligent and interesting, I appreciate your writing in. --- I don't think Kathy cares about having an important voice in the hobby, I think she's just emulating her hero, Highchair and having a LOUD voice (only kidding natch!))

((More letters))

From Chip Charnley ((about 1-30-83))

Eric,

I may be the oddball but I subscribe to zines for the games not the letters. I strongly protest you sending me an issue with only letters in it. Especially when you're going to send out a basically games only issue 1 week later and charge me another issue for it. I also object to unannounced double issues just because you can't/won't edit within your means. -Chip.

((Well, ya can't please everybody I guess. Your comments, unlike some other people's who I could name are valid and thus I shall treat them with the respect they deserve. Like I said, you can't please everybody. I'm sorry that you don't like or agree with my policy but I'm afraid I'm not going to change it. It would be impossible for me to seperate players from subscribers as far as who gets which issues so what I have to do, is send everyone everything and hope nobody minds. The all letters issue and then the games only issue one week later shouldn't bother you since I would have combined them into one 48 page double issue anyway but I decided to send out the letters seperately this time. As for unannounced double issues, again I'm sorry, but now y'all know what you can expect from me. And by the way, it's not that I can't edit within my means, it is the later of the two methods- won't. Then again you'll notice this issue that I am cutting back some degree (though not very much I'll admit). Putting out Anduin is not cheap. I charge 60 cents an issue and to send out a 32 pager costs me roughly 78 cents per copy. Putting out a 16 pager like #18 costs me about 50 cents per copy. Take the average of those two (64 cents) and I'm still losing money. If I put out 40 page double issues, I could probably break even or even make a little ('), however, as stated, this will not in general be my policy. Most issues will be 32 pages long and any issue 40 pages, or more will be a double. This doesn't mean that I won't, on occasion put out 20 page issues or for that matter, that I won't print 40 page issues either. Granted, the amount of money I'm losing (and at this moment I am losing,) is not great, but it does add up. I'm willing to take certain losses because this is a hobby and I don't mind up to a point. I hope in some way I have clarified my position. Thanks for making your feelings known to me.))

From John MacFarlane ((1-28-83)):

Dear Eric,

Just got Anduin #17--in my opinion, this one tops even #15/16 as there were no games! I must honestly admit that I had considered letting my sub lapse this summer when you were publishing short, mostly games issues. I now realize that I cannot let this happen! Anduin promises to become a hobby mainstay, and is definately worth reading. Expect a resub check soon!

Yup, I'm fifteen. You have repeatedly stated that one of Dipdom's prime advantages was that anyone, of any age, could participate equally. I, too, like this part of the hobby. In

fact, I like almost all of the hobby! Ya know, you are the youngest national publisher, but NOT the youngest publisher period. I publish a local zine. Negotiate!, and have been doing so for almost a year. I have come out with thirty issues and am going strong. My first annish is coming up in March/late February, and should be pretty good--I anticipate about twenty pages, maybe more, and photo-offset, reduced, by a friend taking Graphic Arts. When I come out with it (if?), I'll send you a copy.

By the way, I just started subbing to Highfield's zine. Who will I back in your toady war? Well, it depends. Do I hear \$10?? Guess I gotta go now. Keep up the good work! -Best, John.

((Oh please side with me, that Highchair is such a jerk! Besides, Alex has just gotta pick me! I'm so deserving! I've been a good little toady and as a matter of fact, I'm issueing a challenge to Highfield. Come this summer, we'll ask Alex which of us has been a better toady and the loser (the one she doesn't pick) will have his head dunked at ORIGINS!!!!(Don't you love these original ideas for feuds?!))!! I'm serious, and this time, the crowd won't be deprived of seeing someone get there head dunked like they were with that fake between Hanson and Byrne. So what do you say Highjerk, I bet yer **CHIKEN!!!** We'll see!

On a more serious note, I hope some of you noticed that this is why ya can't please everyone. John here likes the issues without the games, while Chip likes 'em with the games. Well folks, you pays yer money and you gets yer zine. Nobody forces anyone to sub so if you don't like what your seeing, don't resub! I don't mean this as an accusal of anyone but seriously, with 50+ zines in the hobby, try and find the ones you personally like and stick with them. Naturally, I hope you all like Anduin and will stick with me, but that is up to you.))

From Ken Corbin and Joan Extrom:

((Ken first)):

Thanks for the copy oof ANDUIN. I did some checking back and found that I did in fact get a copy of your very first issue. I think John Ferguson, who was in a GRAUSTARK game with me, sent it just as I got started in this crazy hobby. I must say I think it has improved a lot since then. I'm including the \$\$\$ for an A subscription.

By the time GRAUS next goes to press, I should be a proud papa. The anticipated birth date was yesterday, but the kid seems to want to take his time making his entrance, so I have some time to get some letters off. -Stay well, Ken.

Ken's wife here. Just wanted to say that Anduin looks great. Aren't computers wonderful? Ken is subbing to Anduin for all the diplomacy stuff you run, but I'll read it for the letters. Loved the Desperate man story in the issue you sent, and Ralph the Gnome was pleasantly surprised that he was mentioned in the story.

How did you like ByrneCon? Are those people really as crazy as they sound? And what's John Caruso like? I'm still trying to

trade Ken to Kathy in exchange for John, but negotiations are proceeding slowly.

Looking forward to the next Anduin. -Joan Extroam (note tha my last name is different from Ken's. I try not to be associated with him more than is necessary. Kathy named him "Deadwood" for a good reason!)

((Well, don't dump him just yet 'cause he's a good ally and I gotta know where to send my letters! Incidentally, I heard in Graustark about the birth of your baby daughter, Samantha Rose--congratulations!!!! It seems the entire hobby is having a baby boom. I'm glad to hear it because we will at least now that we can leave a legacy of some sort to them when they grow up and join the hobby. Can you just see little Kathy Byrne's running around?! ByrneCon was great as per usual--yes, they can be weird at times. Right now I'm a little peeved at them because I wasn't notified about the emergancy meeting of the ECC (East Coast Clique). I had some proposals to make to the board but I guess I will just have to wait. Anyway both of you, I'm glad you like Anduin and good luck with the new member of the family! Hey, who is Ralph the Gnome anyway?!))

((Now, let's hear some excerpts from a number of subbers responding to my request about information regarding the shape in which each issue reaches you in)):

From Steve Langley:

"Anduin #18 arrived in good shape. It was neither torn, spindled nor mutilated. I think one staple in the center is better than two when you side staple. I sort of pull the pages away from the staple above as I read the top of the page, and then below as I read the bottom. With two staples - you close off a part of the margin and potentially - part of the text."

From Kevin Stone:

"How goes it? I thought I'd drop you a line about #18. To answer your questions: My Anduin always comes in great shape. One staple is fine. If you do go to two staples I'd like to see it like Time magazine's staples, on the inside. I enjoy the letters. Zines that print letters interest me, because I tend to share my opinion and enjoy seeing my letters in print. Would you consider a warehouse zine for one issue, in May? Ten weeks is a long time to wait for game results."

((I'm not sure what you mean by waiting ten weeks. I've been late in the past, but not that late! Oh! You mean because I said I wouldn't be publishing a May issue! Well, as you probably know by now, there won't be an April issue either! But I'm sure that you also know that I will be continuing the games just like always every 5 weeks, until my testing is over. I'm considering going to the double inside staple. I see Gary uses that for EE and his zine almost always gets to me in fine shape, and it doesn't block out part of the text.))

From Ron (Snafu!) Brown ((2-12-83)):

Dear Eric:

Interesting you should ask about what condition ANDUIN arrives in as mine this month got here in a plastic baggy with an apology from the Flushing, NY post office. Just the cover was torn a bit, not badly at all.

I should warn you though that US postal regulations don't allow items not in an envelope to cross borders. It's not enforced often, but occasionally a zine is sent back to the pubber with a request for him to envelope it. A pain, as it delays delivery and means he has to get more stamps. I use envelopes as a matter of course for all mail--just to avoid problems. If you buy them by the 1,000 they don't cost too much.

I should mention that you've saved me \$20. an issue. That's what it was costing me to get my printer to collate and saddle stitch each issue. I couldn't do that myself, as staplers which can reach the centre of a zine are very expensive. But when I saw your method of stapling, I realized that it wasn't that bad. You lose a bit of the inside of the page, but not much. So, I did it myself. Thanks for the idea.

(Your mother's right though--two staples would be better.)

((I'm flattered and glad that you used my idea and have profited from it. Your wife will probably hate me if you put her to work helping to staple and collate!))

From Larry Peery:

It is strange to me that so many people that don't seem to be able to write a one-on-one letter (when it comes to doing their work for their games) can write a letter for publication. Anyway, Anduin seems to have found its place as a letter zine. Go for it.

((I don't think I want to turn this into a totally letter-orientated zine. I'd like to be able to print mid-monthlies, sort of like Brux does for Vod, but I just don't have the time. Oh well, I'll find a solution to this "problem" eventually. Actually, if this is the biggest problem I have with Anduin, I'll be lucky.))

((And finally, from a man who is 200 years behind his time as far as writing style is concerned (and that's a compliment Ed)...

From Ed Wrobel ((2-6-83)):

My Dear Eric,

Recently you requested commentary on the letters adorning the pages of Anduin and the staples binding those pages. Interestingly enough, you have "struck a nerve", as is said, in that I have very strong feelings about both commodities. In fact I believe that the correct balance of letters and staples can be critical to the success of a journal of any size or color.

May I state my views in a forthright manner? In my life I endeavor to conduct my affairs in accord with the blessed adage, "In all things, moderation." And it occurs to me that the wisdom expressed by those few plain words may be applied with good advantage to the present question. Let us consider firstly the staples. Now I am of the opinion that Anduin bears just the right

and proper number of staples presently. A surfeit of staples brings no great joy or security; indeed, the modern devices, although admirably practical, can be a hazard, especially to those, like myself, who are in the habit of divesting Anduin of its metallic bond by use of the cutting edges of the frontal teeth. This method is quite effective, yet carries with it a certain element of risk, which I am of no mind to increase, by application to two, three, or even a grater number of these tiny, knifelike locks. Neither would an extra staple or two to the spine enhance my enjoyment of Anduin. Why bind the pages unnecessarily? Issue Eightteen reached me in good form and it bore the proper minimal number of staples. I find that quite satisfactory.

A similar reasoning may be applied to correspondance. It is gratifying to learn that Anduin recieves plaudits from the great and small across the land. But to peruse such lines again and again can be tedious to the reader. We are gamesters, after all, chatty creatures, to be sure, but gamesters first and foremost. Although our game may incorporate a certain degree of dialogue, let us not allow mere gossip to make of it a dazzling toy, resplendent on the exterior but devoid of substance. To speak plainly, the wise editor edits, with an eye to clarity and brevity, for the greater enjoyment of his readership. He does not offer his readers the chaff. He must be cunning, though, to choose those passages, and entire epistles, which are of particular merit, either for style or substance.

But how I go on! The morning is late and I must close,

Yours in service, -Edward Wrobel

((I bet your good at doing crossword puzzles! Edward, I could read your 18th century-style literature forever! Your comments are most impressive, and I assure you that I am doing my best to "moderate" the number of letters adorning these pages. As we are now on the 14th page of letters, believe me when I say that I have cut out at least five extra pages that I otherwise would have included had not you, and others written in with such words of wisdom! As for the staples, I'm not sure yet. I'm really torn (pun intended!) between going to the double insider, or sticking with what I've currently got. In the mean time, let me pose yet another query for you and any others reading this passage: The printing quality of Anduin-- Is the print to light? To dark(!)? Just right? Is the size of the print too small after reduction? I know my father has difficulty reading Anduin (whew! If he ever even guessed what was being said...!). How 'bout the rest of you. Personally, I find it quite easy to read, but I want to hear the voice of the public, so send my yer gripes.))
((Now for a couple of general letters)):

From Roland Morris (2-12-83):

Eric,

Greeting's to you earthling from the planet Fort Lauderdale! I'm hoping the postal "service" can tunnel through the snow soon enough to get this letter to you by March 2. I spoke with Dave Carter the other night and he claims things are no better in Toronto. You poor guys really break my heart.

No offense intended of course, but has anyone ever told you that your handwriting is nothing short of dreadful? For a week or more I studied in vain the codename which you "wrote" on the back of Anduin #18 (You must drive your teachers insane). Finally I've come up with the name "((I've naturally edited this!))". Is that correct or do I need further clarification?

For my final comment on the subject I have to say that I'm amazed how far off base my comments of 11-26-82 have gone.

As I recall the entire thing started with you trying to prove the non-existence of God by pointing out the condition of the world. What I meant by my response was that we (meaning mankind in general) are responsible for ourselves and that it neither proved or disproved the existence of a supreme being. I used America's potential food output as a response to your own example of starvation. John Michalski must have been stoned when he read my letter because that's the only way he could have construed that I was blaming America. Everybody, American or otherwise, is to blame because mankind sits on it's hands while the world goes to hell. Although I know nothing about John Michalski his comments have led me to conclude that he is nothing short of a pompous ass. His references to starving human beings as "scum" and priorities of money over such people goes further to prove my point than anything I could possibly think of to write. Such attitudes come from man, not from any god. Amen!

((Though I think John (and myself for that matter) misinterpreted what you wrote, he certainly is not a pompous ass. I think though that I'll (naturally) allow John to respind for himself since I'm **sure** he's gonna have a lot to say about this, right John?! As for my doubting the presence of a superior being, don't be ridiculous! I happen to be sure that there is a superior being, and he lives in Alexandria, VA!!! Right Lousy?! Seriously, I find the existence of a superior being dubious purely because all the many "prophecies" (and this refers to all religions, not any single one) have never come true. When is the last time you've seen a miricle? (1969 Mets right!? Thankyou George Burns!). Awright sucker, no jokes about the weather!! Me 'n Dave will have to extract most excruciating revenge upon thee should these comments keep spouting from your foul, evil, malignant, untruthful, lousy, dreadful, mean, and inhuman mouth!! I feel much better now. Yeah, I drive my teachers batty with my handwriting. Serves 'em right! Your probably the 15th person who couldn't read his/her codename. Maybe I'll go back to the old numbers. It's just that I was getting tired of them so I decided to use names from the Lord Of The Rings. Oh well!))

Steve Langley writes: "Do you offer sub extensions for published material? Since I'm into you for about 4 extra Magus", for your story, I'd like to figure out a way to catch up. I could write you an article on how not to play Russia."

((Funny you should mention that Steve! This gives me a perfect oppurtunity to tell you all how you can make your lil' pubber happy! For every typewritten page, I'll give you a two-issue extension. Thus Michalski, Makuc, and Stewert all have subs

already well into the thirtys (fourtyvs?'), As for how not to play Russia, maybe I'll ask Olsen to write an article on How to play Russia, and then do exactly the opposite!))

From Larry Peery ((Random excerpts from 2 letters, 1-31 & 2-6-83))
Dear Eric:

I'm getting bored with reading Con reports. I think we are over-doing it. Course, I'm going to write a report on GLADCON but most of that is going to be devoted to a restaurant review. Would anyone in their right mind spend \$90 on a dinner? Hummmmm.

I must remember to send P.J. ((Gaughan)) a concise letter. Do you think "a" will do? One of the reasons I write the way I do is because it is so nice to be able to write a sentence, paragraph, page, etc. without being interrupted. And when you work on the radio, as I do, and you are dealing with Mexicans, Iranians, Afghanis, Pollacks, etc. etc. that can be a real luxury.

Gary Coughlan doesn't have an accent. He just talks funny.

I'm not sure what you meant when you wrote: "...but I believe it is the minorities in the real world who have the biggest effect on the hobby." Care to explain that?

Sorry about reviving the PEERIPOLL. Terry Tallman and I spent a lot of time talking about this sort of thing and it ties directly in with something Randolph Smyth (I think it was him...) had to say about some things I'll get to later. A poll like this is a major project, terribly time consuming. The only reason I did it was to show people that polls back then were a bit more advanced than they seem to be today and to provide a basis for comparing alot of zines from then and those of today. I don't know if it will even be worth the effort.

You missed my point. I don't believe the Gay thing has a place in the hobby. But given the opportunity to discuss the issue (as contrasted to the personalities involved) I'll grab it and run with it. There is a cost there, of course, but it's one I'm willing to pay. Compres-vous?

As you will learn, someday, there is something tongue in cheek in everything I write. I have very fat cheeks.

It was interesting to read the Canadian letters. The hobby must be a mess up there. God, would that John McCallum were still active. I've been trying to recruit a Canadian to sit on the IDHOF or Miller Award Nominations Committee and it is like pulling teeth out of a Great White Shark.

It seems a pity that we can't spend half the energy we use in cutting each other on worthwhile activities. Think of where we would be?

With the possible exception of Rod Walker there is no one in the hobby who has had more experiance with hobby orgs than I. Things tend to go in cycles ranging from anarchy to organization to Organization to feuding to disintegration to ...well, you get the idea. Alas, the hobby has never been able to create an organization that was as powerful as the members of the hobby. It is a bit like the States under the Articles of Confederation. Terry Tallman and I talked about this. And someone, again, made the comment in one or another of the zines the other day, that the hobby seems to do better under a benevolent monarchy than a

democracy ((Anduin #15/16! Responce to Kathy Byrne about the CDO)). It is true I think.

I've given a lot of thought to what might be done about this, but so far my ideas have gone in circles. I've considered the idea of starting a Guild type org for the hobby. I've considered the idea of taking the IDS and making it a real "umbrella" type org for anyone who wants to join in a cooperative mutual aid type org. And then I look at what I'm doing now and I shrink from the task. I spent a tremendous amount of time and energy getting the old IDA off the ground. And it flew for a while (Five years?) but it eventually was shot down by personalities. And as long as personalities are the major factor in the hobby such will be the case.

Terry calls it the Giggle factor or maybe the Weirdo Element in the hobby. But there are a lot of people who play the hobby the same way they play the game. Nothing new there. I've been harping on this for, what, two years now. I'm not sure what, if any, solution there is.

Your proposal on how to get a hobby pollster picked was interesting. I just want to find somebody competent to do the job. I'm sure DW would be able/willing to handle the mechanics of getting the polling done.

I have toyed with the idea of doing a real hobby census. I mean like the US Government's once every 10 year job. I came up with a 10 page, 80 question form that I would have like to mail out to the entire hobby. But I decided that there had to be beter ways to blow several hundred dollars. But, maybe., one of these days.....

At the moment I'm working on something else. In fact, I sit here looking at a desk covered with stuff. Do me a favor, please

cont'd on next page

mention the minor Roundtable topic in ANDUIN. I'm looking for a good system to organize my correspondence files. It would be ironic if XENO died in an avalanche of paper. I find now (Want to compare notes?) that I am spending more and more time shuffling papers lately and less and less time doing constructive things. Like writing the restaurant review I promised would be done for this week.

Please make up your mind about how you are going to spell my name. I'm a PEERY. I'll even go for PEERI. But not PERRY!! Otherwise I will start referring to you as ERIC RAISIN' CAIN!!

((and from the Feb 6th letter)):

The PEERIPOLL results are coming in at the rate of one a day and should provide enough food for slander to upset half the hobby's pubbers. Seriously, it should be interesting to see the results. My only regret is that most of the feedback is coming from hobby pubbers. I don't know if I will want to do another such Poll or not. I have something a bit different in mind.

So you want to do a calender. First off, you have to do the same thing I did, learn how to spell it right. I did it the same way you did the first time I wrote up the idea. Anyway, keep me posted if you decide you really want to do one. Perhaps I can help you with your project. Perhaps we can divide the workload. I do urge you to keep the idea of making such a project a fund raiser for some hobby service activity. Anyway, let me know. I'll put mine on the back burner until I hear from you.

Besides, there is something else I want to toss on the front burner (I use an eight burner commercial stove for my Dippy cooking) and I'd be curious to see what feedback I can get from your readers on this idea. I understand Dick Martin is not going to do another Census. I don't know if anybody will be crazy enough to come forward and volunteer to do it in the future. I sure hope so. If not, I have been kicking around an idea for a real hobby "census". The first part would be something like Dick's including names, addresses, and telephone numbers of players along with a key indicating whether they are FTF, PBM, Pubbers, etc. The second part would be for the hobby's pubbers, key people, ewtc. and a random (say 15%) sampling of the entire hobby. It would consist of a long questionnaire (like the long census form) dealing with roles in the hobby, geographical location, experiential background, depth of commitment to the hobby, personal info, etc. Such a project could not be done every year. But it could be done on a three or five year cycle. What benefits? I don't know. What costs? Probably a minimum of \$300 in postage and printing. The only thing that worries me is the response level. I just don't know. But I think it could be done and done well, hopefully by a hobby pollster, if we ever get one picked. I must remember to talk to Rod about this. In the meantime is there any pubber, player, or fool out there interested in such a project on a joint basis? I'm thinking of a late Fall mailing, by the by.

Best, Larry Peery.

((And now for my comments!: On con reports, I love reading and writing them so from time to time, expect them to be printed here.

What I meant by the minorities of the real world having the biggest effect on the hobby is just that. It seems to me that this hobby is not made up of the same proportion that the world is or for that matter, just America. Maybe I'm wrong, but it seems that some of the minority groups of the real world are the majority in our hobby. This of course is purely my opinion and I don't think it means much anyway. I'll refer you to Fred Davis' letter elsewhere in this issue for a better view of this topic.

About the PEERIPOLL, what's done is done. All I'm asking you to do is discontinue it if/when a hobby pollster is picked. Naturally, you might want to give him so hints and help as far as conducting it, since you obviously have some experience in running polls.

On the gay issue, no I still don't understand what your saying. You print words, but they don't mean any thing. "...There is a cost there, of course, but it is one I'm willing to pay. ..." It doesn't make any sense within the context of what you were saying at all.

As for having fat cheeks, that's no excuse and you don't get off that easy!!!

Actually, I think the Canadian hobby is much more organized than we are. Imagine if you will, that a great hobby zine like JAF folded and Pearson gave us a problem like Currier did (fortunately, Al was very responsible and helpful about placing his orphaned games, good show Al)! You'd really see sparks then!

Hobby organization. There's a topic I'd like to run up the flag-poll. See me at Dipcon! Personalities will always dominate the hobby, we'll just have to find a way to get them to agree on something!

My filing?! Hah! Actually, it used to be a real mess but I just bought a filing cabinet and for the first time in months, I can see the color of the rug in my room! Things are pretty clear as of now. Of course in two months, I may not be able to find the filing cabinet!!!

Yes, crazy fool that I am, I'm willing to take a shot at doing the '83 census. I've already written a couple of people on the idea and things should start rolling this summer. As for a hobby questionnaire, I'm willing to work with you every few years and combine it with the hobby census if I'm still doing it then. If I do it this year, I'd be willing to do it next year for sure, and hopefully longer than that. I won't make any promises now though. Let's see what develops first.

And finally, concerning the calendar (hah hah! You spelled it wrong again!), Vicki (my sister) and I are starting to plan it out now. More on this can be found on page 1 and 2. I would suggest that you and I make a deal to exchange all dates we find with each other. How does that sound?

Nice talking to you on the phone!))

From Kevin Stone:

"KaneKon sounds like a good idea, since I won't be able to make it to Dipcon. If I take a bus to New York, could somebody pick me up? If possible, do you think you could schedule it while

the Met's are home? They are my favorite team, but I've never seen them play (except on TV). With a con lasting 4 days, it shouldn't be too bad to take a few hours to see a game."

((Yes, arrangements can be made to pick you up. Especially since I'll be getting my license at the end of the school year (yay!!!) but if you can get to Penn station, there is a train that comes right to Great Neck and it would be a lot easier to pick you up here than to go into the city. Besides, you haven't really lived until you've ridden on the LIRR (Long Island Railroad!!!)!! Actually, it's not really that bad and it's safe. You like those pathetic Mets?! Look out world, Billy's back!! But yes, if the Mets are home Aug 4-7, it's not far to Shea stadium. A train goes directly there from GN. Kathy will go with you!!! You can weep together while they get pounded by some other pathetic National league team!))

From Ron Brown ((excerpts, 2-12-83)):

Don't feel so bad about having made a stupid (your word) crack about Canadians. We're used to it. Americans have never understood us. It might interest you to know that virtually every president up to F.D. Roosevelt had a policy of assimilating Canada. Some times it was blatant, as in Grant's case; but more often it was just an assumption they had which lay behind their policies. Question: who was the first American president to formally recognize Canada as a sovereign country (ready for this? it's a shocker): Ans: Nixon! He did this when he unilaterally put a 10% surtax on all imports. This is the first time an American president did this without either warning Canada before hand or making an exception for Canada. He explained to a very pissed off Canadian government that Canada was free to follow its own economic course--the first time a US president admitted that. Trudeau has followed his advice, setting up FIRA and other agencies which leave Americans howling in rage and frustration, and seeking other trading partners--especially in S.E. Asia.

Americans seem to have never understood that Canadians do not choose to be Americans--and that's driven them up the wall. They've even made it easy for us. Canada is the only "territory" which can be admitted to the union without the consent of the original 13 states. All we have to do is ask and we must be admitted, according to US law. With virtually everyone clamouring to get into the US, why don't we? 'Cause we love dumping all that cold weather on the States.

Best wishes, Ron.

((Yeah, keep laughing Ron. Your dollar is even less valuable than ours is and I didn't think that was possible! Hah, you guys are just so proud to join us, even though you know it would be for your own good! Actually, we'd all get a lot further if we co-operated with each other instead of bickering. But boy, people like you and Highchair really crack me up when it comes time to talk economics. Your proud of Trudeau's follies (only some of them mind you!) and Willie, heh heh! I would have given anything to see the expression on his face when he heard Cuomo say that to save the city, he had to lay off a bunch of upstaters. Har har!

Actually, I personally feel that Cuomo is a first-class jack-ass, but I wasn't about to vote for a guy I had never heard of before and the only thing I knew about him was that he was for Capital Punishment (as am I). That just isn't enough to go on. Besides, I'm too young to vote anyway! My first chance to vote will probably be the '84 presidential elections. Lesse, I think I'll register as a demo just to bother Willie! Yeah, Mondale looks pretty good to me, at least compared to Bonzo. Then again, anyone looks good compared to Bonzo!))

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This is as good a place as any to tell you that **Anduin** is published every 5 weeks by moi, Eric Kane, 109 Hicks Lane, Great Neck, NY, 11024. My phone # is (516) 466-0797. Subscriptions are \$6/10 issues, \$10/20 issues or \$20/45 issues. Game fees are \$3 plus a \$3 NMR refundable NMR deposit. However, there are no game openings at present nor will there be any until at least sometime later this year. Subscriptions for Canadians are the same; subs for Europeans are also the same unless they want their issues sent by air mail, in which case the price is \$10/10 issues. This is a journal dedicated to the play of postal Diplomacy and its variants, plus assorted other games including chess. Diplomacy is a game invented by Allen B. Calhamer and is published in the U.S. by the Avalon Hill game co.

Stand-by list for reg Dip.: Stone, Tallman, Ellis, Murray, Hakey, Slaughter, Quirk, Chisholm, Scheifler, Stewert, Jung, McCloud, Brachman, Felella, Ansoff, Corbin and Anderson. That's 17, not bad guys.

Stand-by list for Variants: Slaughter, Scheifler, Anderson, Dupont, and uh-oh, that's it! I'm running low, anyone else out there wanna join a variant? You get the rules and map free of cost and if you complete a position as a standby (reg or variant), you get two free issues. Help!

+++++

THROUGH THE CRYSTAL BALL

Ah yes, yet another new section. This one is for hobby news, and there's a lot of it this month. Before I get to it though; I turned 17 on the 19th of February, and what's the first thing that happens to me? I catch the flu!!! As I sit here typing, (today is the 27th) I've had it for about 4 days. I'm on an antibiotic which tastes like ?!/+*%\$#! Oh well, things can only get better from here... right?

Ed Wrobel is organizing the first Mary Con to be held at Mary Washington College in Fredericksburg, VA. on June 4th and 5th. He says costs will be moderate and dorm accomodations will be available. Write Ed for more information at 3932 N Forestdale Ave, Dale City, VA, 22193.

Also, Ed is interested in coming up here for the Great Neck Con this summer and wants to know if there is anyone else in the area (Baltimore, Washington, northern Virginia) going to either Dipcon or the Con in Great Neck. If so, you might want to contact Ed and see if you can work out a carpooling deal. That goes for people in other areas too. If your interested in coming but need a ride, drop me a note and I'll see what I can do.

Thirty Miles of Bad Road, a former subzine, has gone solo into the bigtime publishing scene. Mark Luedi is one of the hobby's finest writers and even though he's a little new (been in the hobby for about 4 months now) I strongly recommend him. Mark has openings in 2 or 3 games of regular dip and also mentions that he's thinking about running a variant or two. His gamefees are \$2 plus a \$3 NMR deposit and subs are \$4/10 issues. Sign up now before he changes his mind! At the very least, write him for a sample and include a SASE if you can. His address is 730 Atwater #15, Bloomington, IN, 47401, USA.

Yet another new zine is **Midlife Crisis**, published by a relative old-timer in the hobby-- Paul Rauterberg. Paul has been in the hobby for about ten years now, and has finally decided to give pubbing a try. I can't recommend this one enough. I've played in a couple of games with Paul and I've found him to be very reliable and competent player, and I'm sure he'll make a good GM. His press alone should be enough to sell you on this one (if you've ever seen it in such zines as VD, GRAUS, and even here). Paul is a very talented writer and sarcastic poet. He has game openings for up to 3 games of reg dip. There is no gamefee but a \$5 NMR deposit is required of which 2 dollars will be deducted every time a player NMRs. Subs for MC are \$4/50/10 issues (gee, these mid western types are really suckers aren't they? That or else they've got real cheap printing!). Paul's address is 4922 W. Wisconsin ave, Milwaukee WI, 53208. Write and ask for a sample.

The first issue of both of these zines came out together but future issues will be under separate cover. Both zines seem very promising and their first issues were quite interesting.

If you get Give Me A Weapon!!, pubbed by Konrad Baumeister, you would know that he has something called the "Zine Review Service" done by an anonymous person named "Ernie Klee". Last issue Anduin was reviewed. "Ernie" liked it but said that I was a terrible GM. This gives me a good idea of who the person is but I won't say for sure. Now, I'll admit my gming isn't the best, but it's far from terrible! C'mon now, sure I make mistakes, but compared to some of the shlack that passes for GMing in the hobby today, I'd say I do a damn good job. I provide maps, there are almost never typos, and I hardly make errors. My big problem in the past has been delays but even then they have never been more than two weeks late. Ernie also says I have erratic houserules. How so? I only have about 25 houserules and they really aren't very far from "normal" houserules. I would like to say that I think this is a good way of getting a fair objective opinion on a zine, if the person who writes it is anonymous. Then he can afford to let it all hang loose like Ernie did with me without fear of being criticized for it. As long as nothing nasty is said (and I don't take the criticism as being nasty).

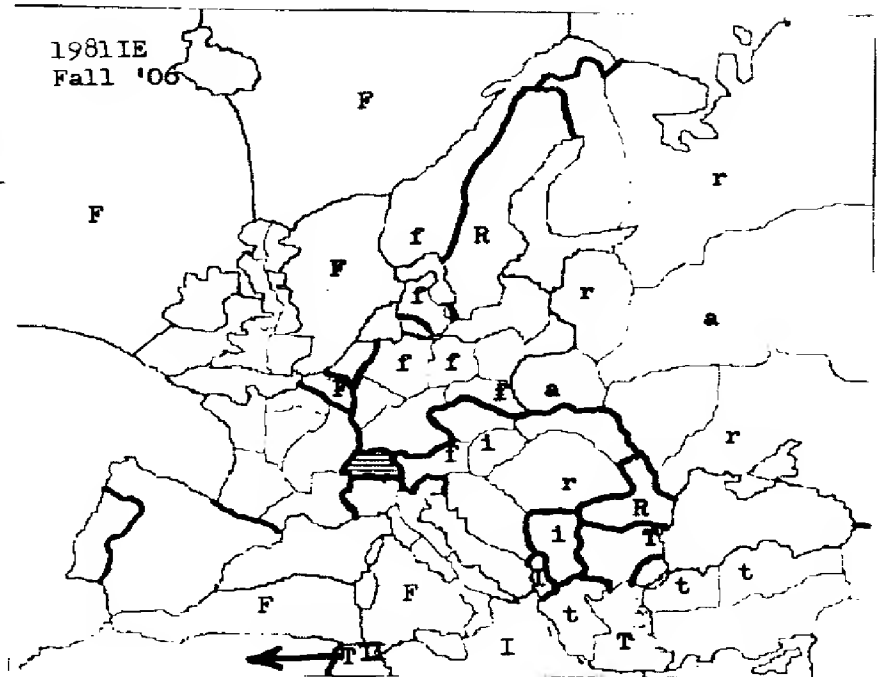
I want to get to the games now, but the hobby news section will be continued on page 38.

1981IE

"Fall, 1906"

FRENCH ROLL ON!!

England (McCloud): A FIN S
F Swe; F Swe H.
France (R. Ellis): A Yor-
DEN; A KIE S A Yor-Den;
F Mid-NAO; F NRG S A Nwy;
A NWY S RUSSIAN F Den-
Swe; F Eng-BEL; A BER H;
F Lyo-TYN; F WES S ITAL-
IAN F Tyn-Tun; A SIL-War;
A TYR-Tri; F NTH C A Yor-
Den.
Italy (Hakey): F Tyn-TUN;
E ION-Gre; F Adr-ALB;
A Tri-SER; A VIE-Tri.
Austria (Palter): A Ser S
TURKISH F Bul(ec);
A WAR S A Mos; A MOS S
A War.
Russia (Murray): A ST.P-
Ein; A LVN-Mos; F Den-
SWE; A BUD S ITALIAN
A Tri-Ser; A Rum-SEV;
F Bla-RUM.
Turkey (Quirk): A CON S
F Bul(ec); F BUL(ec) H;
A GRE S AUSTRIAN A Ser;
A ANK S A Con; F Tun H;
F REG S F Bul(ec).



The English F Swe is dislodged and removed, as is the English A Fin as England has lost its last supply center. The Austrian A Ser is dislodged and annihilated, and the Turkish F Tun is dislodged and may retreat to N.Af or OTB. Here is the 1906 supply center chart:

England: Nwy, Swe (0). D-U-T.
France: Home, Spa, Por, Bel, Hol, Lon, Edi, Liv, Kie, Mun, BER,
NWY, DEN (15). May build 3.
Italy: Home, Tri, Vie, TUN, SER (7). May build 2.
Austria: Ser, War, MOS (2). Even.
Russia: St.P, Mos, Rum, Bud, SWE, Den, Ber SEV (5). Remove 1.
Turkey: Home, Gre, Bul, Tun (5). Remove 1. *

*If Turkey retreats F Tun OTB then he is even.
A proposal has been made for a concession to France. Please vote on this along with your Winter/Spring orders (which are due **April 6, 1983**). If the concession passes, it will supercede the orders for the upcoming season and the game will end. Seasons will be seperated upon request of 3 or more of the players. Thanks to Larry McCloud for playing out the English position and 2 free issues have been added to his sub. No press.

1982AK

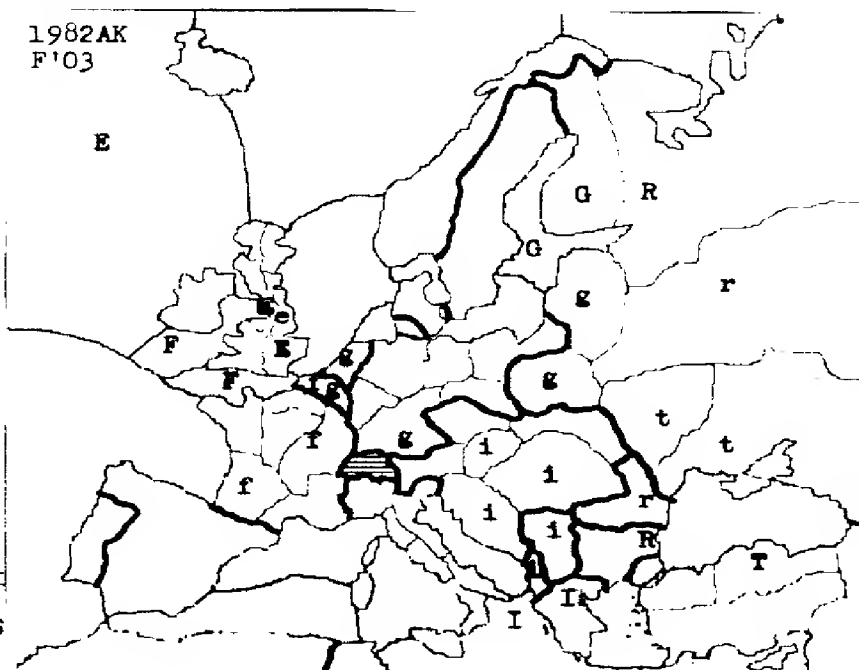
"Fall, 1903"

ITALIAN TOURISTS FLOOD THE BALKANS AS AUSTRIA DROWNS!!!

Before we get to the action, it seems I have made quite an error in this game. It seems I have neglected a certain Austrian F Gre that should have been on the board. In spring, 1902, the former Austrian player--John Robb; ordered F Alb-Gre successfully. Then in the fall he NMR'd and next spring was replaced by Kevin Stone. In F'02 however, I didn't write in F GRE U, H. Thus the new Austrian player had no idea that he had a unit in Greece. In S'03, Kevin ordered A Ser-GRE also successfully which of course would be quite impossible if a fleet was there! Anyhow, I think since the error occurred 2 seasons ago, that it is too late to correct it without ruining the game. Thus my ruling is that the fleet was lost in battle and the position as it is now stands. I don't think there will be a need to call the game irregular nor do I feel a need to delay the game. Interestingly enough, only one player, Dave Anderson, caught the error and brought it to my attention. Thanks Dave. On to the action!

England (Jung): A Edi-
YOR; F Nrg-NAO;
F LON-Eng; F LIV S
F Nrg-NAO.
France (Tallman): F IRI-
Nao; F ENG S A Bel;
A Spa-GAS; A Bel S
A Bur; A BUR S A Bel.
Germany (Wrobel): A Ruh-
BEL; F Bot-FIN; A Pru-
LVN; F Bal-BOT; A MUN-
Bur; A HOL S A Ruh-Bel;
A WAR S A Pru-Lvn.
Italy (J. Ellis): F Ion-
GRE; F Tyr-ION; A ALB S
F Ion-Gre; A Tri-SER;
A Ven-TRI; A BUD S
A Ven-Tri; A VIE S A Bud.
Austria (Stone): A Gre S
TURKISH A Bul.
Russia (Anderson): F ST.P(sc)-
St.P(nc) (Imp); H: A MOS-
Sev; F Bla-BUL(ec); A RUM S
F Bla-Bul(ec).
Turkey (Ozog): A Arm-SEV;
A UKR S A Arm-Sev; A Bul-Con; F ANK-Con.

1982AK
F'03



The Turkish A Bul and the Austrian A Gre are dislodged and annihilated. The French A Bel is also dislodged and can retreat to Pic or OTB. The new French player is Terry Tallman. Greg Stewert sent in a resignation but no final orders. He says he'd rather spend more time writing stories and the like. Thanks for picking up the position Terry. Here is the supply center chart for 1903:

England: Home, Nwy (4). Even.

France: Home, Por, Spa, Bel (5). Even (was 1 short).

Germany: Home, Hol, Den, Swe, War, BEL (8). Build 1.
Italy: Home, Tri, Tun, Vie, Bud, SER, GRE (9). Build 2.
Austria: Ser (0). O-U-T.
Russia: St.P, Mos, RUM, Ank, Sev, BUL (4). Even.
Turkey: Con, Smy, ANK, Bul, Rum, SEV (4). Build 1 (1 anni).

The deadline for Winter '03 and Spring '04 is **April 6, 1983**.
Again, players should vote on whether they wish to have seasons
seperated or not and of course, submit conditional orders no
matter which way you vote. Thanks go to Kevin Stone for holding
out as long as he did with the Austrian position. 2 free issues
to you Kevin.

PRESS:

Ruhr: Germany has responded to the plea of King Leopold of
Belgium and launched a massive offensive against the French
aggressors.

France-Germany: Why not take out Russia and leave me and England
to our destiny.

Sprite-Metro Drug Dealer: Hmm, you did write, huh? Well, Ghetto
Boy, the USPS was dependable as usual, so take that! And, you
need not worry, I will take Eric Kane's advice!

Smyrna-Naples: You might as well keep moving east and wipe me
out. You seem to have the fire power and I'm definately a
weakling.

THE GREAT ITALIAN EMPIRE-"Austria": Bye-bye!

A_Gre-Italy: You drip with compassion. Or should I say you just
drip?

Gre(1982AK)-Smyrna(1981KE): - I agree with you 100%. Survival
above all else and no NMR's. Well said.

Ankara-Sevastopol: Are you smart enough this turn to give me the
unwanted support?

GM-Ankara: It didn't matter, he just took a different center!
Gee, you two sure are going at each other tooth and nail. How
many times have you traded Sev now?!

France-All: I see no "allies" here for the Quiche government. So
first offer gets me for their very own.

France-England: As you well know this wasn't my idea. Not a bad
one but not mine.

France-Ozog: What are you doing here with these guys? Talk about
your basic den of lowlifes.

Rome: As the war in Europe continues, the Italians claim no
responsibility for the outbreak. Ellis says: "We are only
defending our interests."

GM-Rome: Oh sure, I've heard that line before!

France-Great Neck: I was properly chastised by your comments on
my letter an issue or so back and to prove it you will make the
cover of N.S.W.G next issue with your brother, Hightumper.

Great Neck-France: Oh no, abuse me, make fun of me, do what you
will, but don't relate me to (ugh) Hightower!

1981KI

"Fall, 1905"

TURKS GO DOWN FOR GOOD! HOW LONG BEFORE ITALIANS FOLLOW?

Summer, 1905: Russia retreats F Bot-Lvn.

England (Chisholm): A Yor-

EDI; F NRG & F BAR H;

A St.P-LVN; F BOT S

A St.P-Lvn; F Bal-

BER; F KIE S F Bal-

Ber; A MUN-Sil; F SWE-

Bal; A Lon-BEL; F NTH

C A Lon-Bel.

France (Hakey): F Mid;

BRE; A Par-BUR; A MAR

S A Par-Bur; A IUS-

Pie; A ROM S AUSTRIAN

A Tri-Ven(nso); F Tyn-ION

Italy (Quirk): A Bur-

Mar; A PIE S A Ven;

A VEN H.

Austria (Murray): A Tri-

TYR; A BOH S RUSSIAN

A Sil-Gal; A Ser-

BUD; A Gre-BUL; F AEG S

RUSSIAN A Arm-Smy.

Russia (Belliveau): A Arm-

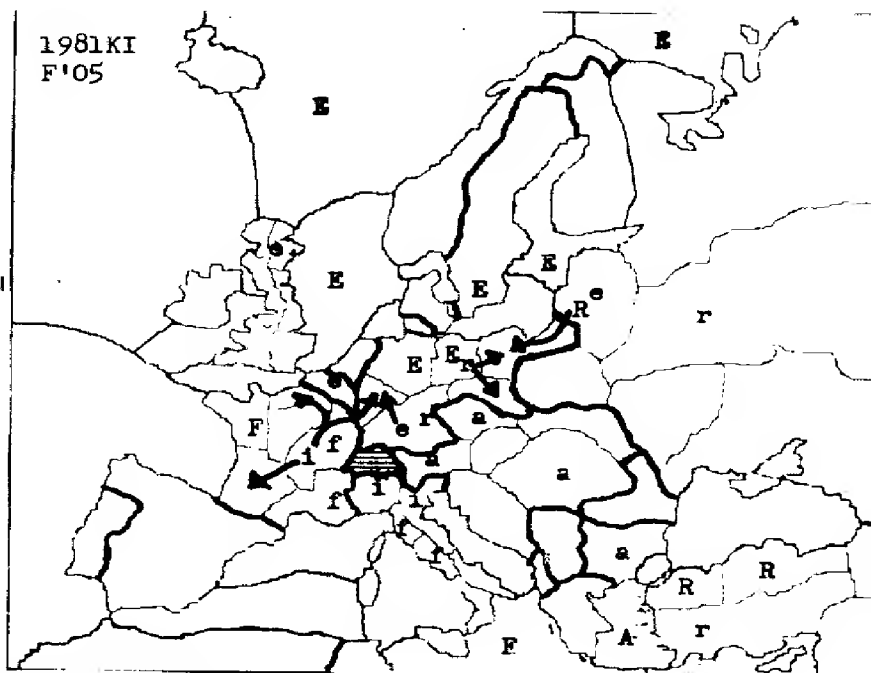
SMY; F Bla-CON; F ANK S

F Bla-Con; A Sil-MUN;

A Ber S A Sil-Mun; F Lvn

-Bal; A War-MOS.

Turkey (Osborne): E SMY-Con(nsu); A Smy U. H.



Russia may retreat F Lvn-Pru or OTB and A Ber-Pru, Sil, or OTB. Note that if both units retreat to Pru, then they are both removed. Italy may retreat A Bur-Gas, Ruh, Pic, or OTB. England retreats A Mun-Ruh or OTB and the Turkish A Smy is removed as Turkey has no centers left. Note that if both England and Italy retreat to Ruh, then both units are removed.

England: Home, Nwy, Den, Bel, Hol, Bre, Kie, Swe, St.P, BER,

(11). Even. *

France: Par, Mar, BRE, Por, Spa, Tun, Nap, ROM (8). May build 2 (only room for 1).

Italy: Ven, Rom, Mun (1). Remove 2 **

Austria: Home, Ser, Gre, BUL (6).

Russia: Sev, War, Mos, Ber, ANK, Con, Bul, Rum, MUN, SMY (8).

Build 1. ***.

Turkey: Ank, Smy (0). O-U-T.

* If England retreats A Ruh OTB, or to Ruh and so does Italy then he has a build.

** If Italy retreats A Bur OTB, or to Ruh and so does England then he only has 1 removal.

*** Depending on where Russia retreats his units, this may vary! 1981KI is continued on page 36.

1982D

"Fall, 1904"

AUSTRIANS ARRIVE IN KIEL AS GERMAN PIRATE BREAKS OUT!!!

England (Carl): F Nth-DEN;

F SWE S F Nth-Den;

F Nrg-NWY; F BAR S

F Nrg-Nwy; A ST.P H;

E HOL-Kie.

France (Kaplan): F Eng-

MID; A RUH-Mun; A BUR

S A Ruh-Mun; A Pie-

Tyr; E N.AF-Tun; F WES

S F N.AF-Tun.

Germany (Slaughter): A MUN

S A Sil; A SIL S A Mun;

F Ska-NTH; A Kie-Hol.

Italy (Scheifler): A TUN H.

Austria (McCloud): A Nap-

ROM; F Apu-NAP; A Ven-

PIE; A TYR S A Ven-Pie;

A Lvn-KIE; A WAR-Mos;

A Ukr-RUM; A Bud-SER.

Russia (Hakey): F BAL C

AUSTRIAN A Lvn-Kie;

A BER S AUSTRIAN A Lvn-

Kie.

Turkey (Brawner): A SEV-

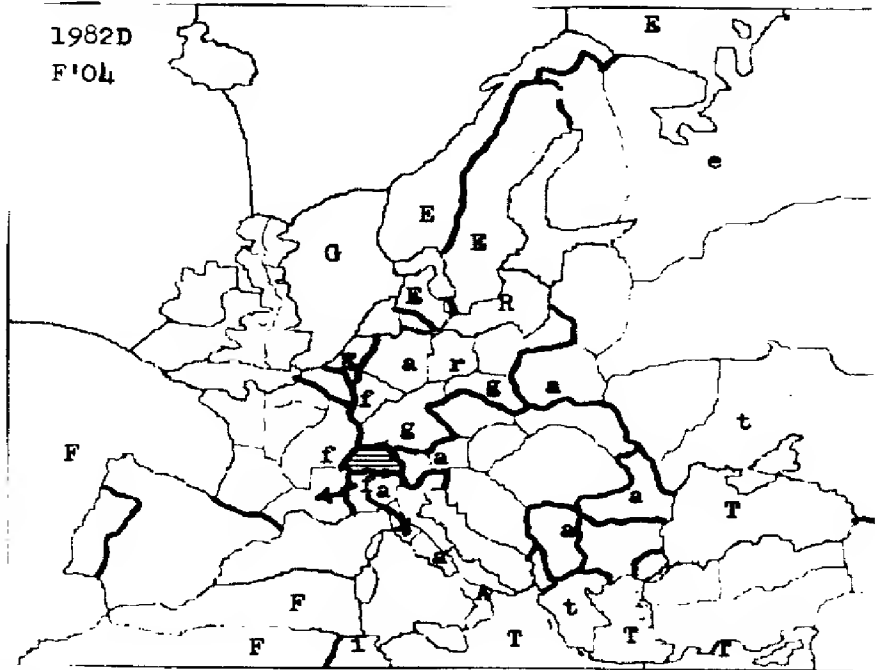
Mos; F ION S "the un-

deserving Italian" A Tun;

A GRE, F AEG, F BLA & F EAS H.

1982D

F'04



The German A Kie is dislodged and annihilated and the French A Pie is dislodged and can retreat to Tus, Mar, or OTB. Here is the 1904 supply center chart:

England: Home, Nwy, Swe, Hol, DEN, ST.P (8). May build 2.

France: Home, Spa, Por, Bel (6). Even. *.

Germany: Ber, Kie, Mun, Den, (1). Remove 2 (1 anni).

Italy: Nap, Tun (1). Even (1 anni in Spring).

Austria: Home, Ser, Rum, War, Ven, Rom, KIE, NAP (10). Build 2.

Russia: Mos, St.P, BER (2). Even.

Turkey: Home, Gre, Bul, Sev (6). Even.

* If A Pie r OTB then France has a build.

The deadline for winter '04 and Spring 1905 is **April 6, 1983.**

Seasons will be separated upon request of four of the players.

Please include conditional orders no matter which way you vote.

PRESS:

Antara: Yawn.

1981IP

"Spring, 1906"

THE BLADE IS SO COLD, IT FEELS LIKE YOU'VE BEEN BYRNED!!!

Autumn, 1905: England r F Hol-Hel.

Winter, 1905: England (Quirk): Remove F's Swe & Lpl. France

(Chisholm): Build A Par. Germany (Felella): Remove A Tus.

Austria (Ozog): Build F Tri & A Vie. Russia (Byrne): Bld A Mos.

Turkey (Nadaner): Build F Con & F Smy.

England: F Hel-HOL; A BEL

& F NTH S F Hel-Hol;

F ENG S A Bel; F NWY &

F DEN H; F N.Af-TUN.

France: A Par-BUR; A BRE H;

F Spa(sc)-MID; A Mar-

PIE; A RUH S F Hol(nsu);

A Hol S GERMAN A Ber-Kie.

Germany: F Kie-HEL; A Ber-

KIE; A MUN S A Ber-Kie.

Austria: F Ion-Eas; F Tri-

ADR; A VEN-Rom; A Vie-

TYR; A Rum-BUL; A SER S

A Gre; A GRE S A Rum-Bul.

Russia: A Sev-RUM; A Gal-

VIE; A Mos-ST.P; A St.p-

FIN.

Turkey (Nadaner): F SMY-Eas;

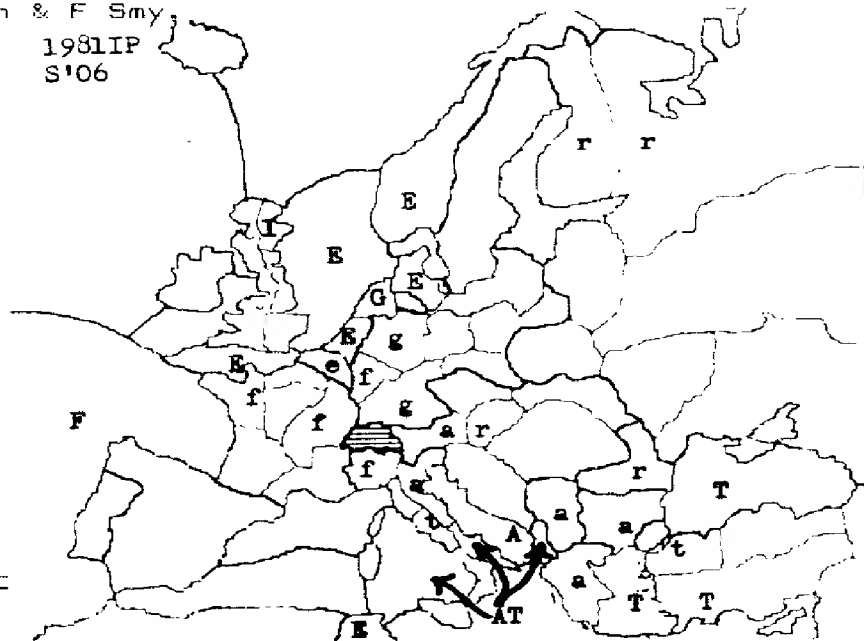
F Nap-ION; F AEG S F Nap-

Ion; A ROM S GERMAN A Tus-

Ven(nsu); F Con-BLA; A Bul-

Gre.

1981IP
S'06



Ooh you vicious people you! Especially you Byrne! The Turkish A Bul is dislodged and retreat to Con. The French A Hol is annihilated and the Austrian F Ion is dislodged and may retreat to Tyn, Apu, Alb, or OTB. Here is the...

PRESS:

Chicago-New York: I hope that phone call did the trick. Now I am trusting you blindly.

GM-Chicago: Need I even say it?!

Russia-A/G/E/I: All this attention - now what did I do to deserve this!

Mos-Vie: Sure, I remember the beautiful music we made together, but we are talking about Diplomacy here - not guitars!

Cedarhurst-GM: We have run out of running room, rations & virtually everything else. Abandoned with cause by all but our German allies we cruise ever onward to Valhalla?

GM-Cedarhurst: Your death shall not come yet! Sheesh, what a wild game this is!

Mos-Vie: I don't care if you are allied with England, that does not bother me in the least. Personally, I like the creep - no, not Eric - Glenn!

Mos-Ger: Now, I bet you and I could make beautiful music!

Russ-France: Of course I'll help-England deserves to die!! I'm going to teach him not to pick on a poor defenseless female!

GM-Game: Your press is continued on page 36.

1981KE

"Spring, 1905"

ITALY TAKES GREECE AND KIEL ON THE SAME TURN!

England (Martin): F LON-

Eng.

France (Morris): F MID-

Eng; F Liv-WAL; F Edi

-YOR; A Bre-PIC; A Par

-BUR; A Bur-RUH; A HOL

S A Bur-Ruh; F Mar-

SPA(sc).

Germany (Ashley): A PRU-

Lyn; A Kie-BER.

Italy (Rauterberg): A Mun-

KIE; A Tyr-MUN; A Vie-

BOH; A Ven-PIE; F Rom-

TUS; F Nap-TYN; A Ser-

GRE; F ION S A Ser-Gre.

Austria (Murray): F Aeg-

CON; F SMY S F Aeg-Con.

Russia (Carter): F Nth-

HEL; F Ska-NTH; A MOS-

Lyn; A Gal-WAR; A DEN S

ITALIAN A Mun-Kie;

A SIL S ITALIAN A Tyr-Mun;

A RUM S F Bul(ec); F Sev-

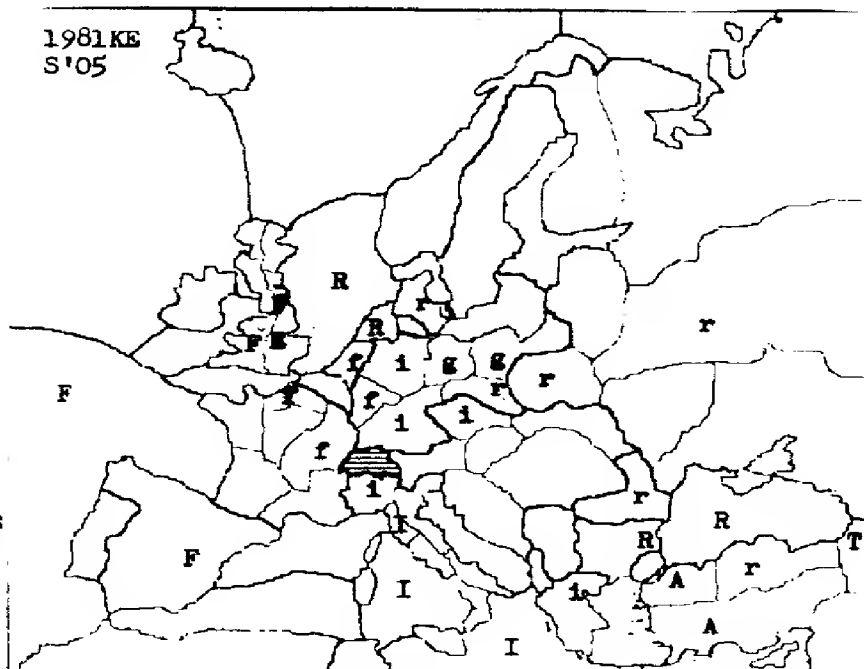
BLA; F BUL(ec) S F Sev-

Blas; A Arm-ANK.

Turkey (Lorber): F Bla S

A Con; A Con H.

1981KE
S'05



The Turkish A Con is blown away and the Turkish F Bla retreats to Arm. Orders for Fall, 1905 are due by April 6, 1983. No press.

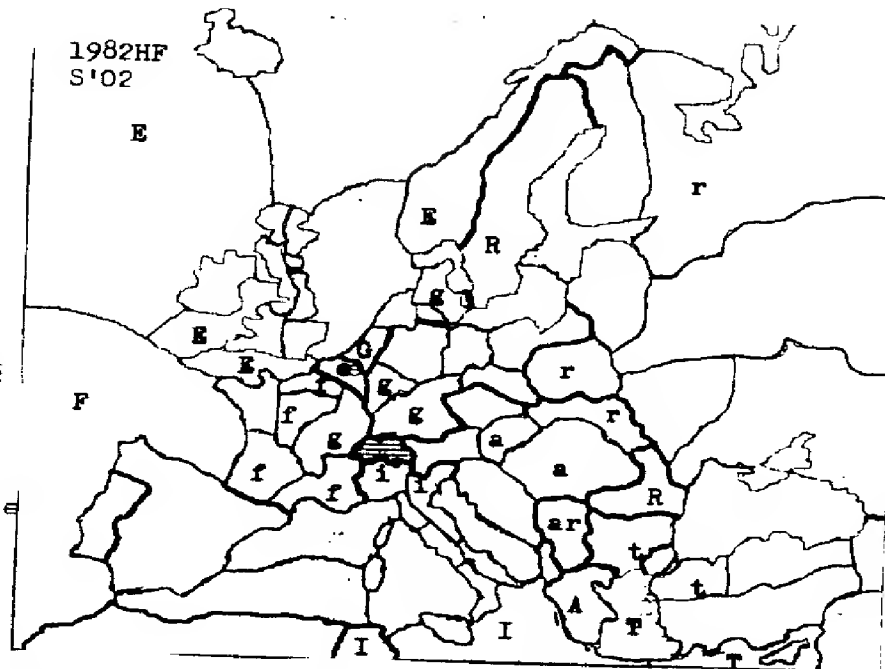


1982HF

"Spring, 1902"

I'M ALL OUT OF CLEVER TITLES!

England (Hakey): F Liv-
NAO: F Eng-IRI;
F Lon-ENG; E NWY-Nth;
A BEL S GERMAN A Ruh-
Bur.
France (Brachman): A Bre-
PIC; A PAR S A Bre-Pic;
A Spa-GAS; F Por-MID;
A MAR H.
Germany (Makuc): E HOL-
Nth; A Ruh-BUR; A MUN S
A Ruh-Bur; A DEN H;
A Kie-RUH.
Italy (Palter): F Nap-ION;
F TUN S F Nap-Ion;
A VEN H; A PIE-Mar.
Austria (Stone): F Alb-GRE;
A Ser S F Alb-Gre; A BUD S
A Ser; A VIE S A Bud.
Russia (Morris): A Rum-SER;
F Sev-RUM; A GAL-Bud;
A Mos-ST.P; A WAR H;
F SWE "unpacks for what the
Czar hopes will be a very
peaceful stay" H.
Turkey (Frueh): A Ank-CON;
A BUL S RUSSIAN A Rum-Ser;
F Con-AEG; F Smy-EAS.



The Austrian A Ser is dislodged and retreats to Alb, Tri, or OTB. The deadline for Fall, 1902 is **April 6, 1983.**
PRESS:

Austria-Russia and Turkey: Come on, I'll kick both your asses!

Berlin-London: Whatsamatter you forget how to write?

Denmark-Berlin: Situation Report: SNAGSCDGVVD Situation Normal
All German Soliers Chasing Danish Girls And Getting Very Very
Drunk.

Austria-Germany asnd England: Take Sweden, take Sweden, take
Sweden, take Sweden!

Munich-World: How 'bout some more press guys? It makes the game
a whole lot more interestin'.

Munich-Rome: Just a bit of friendly advice: Hitler found a two
front war to be quite disastrous. I would hope you have that in
the back of your head.

1981IR

"Winter, 1904"

SEASON'S SEPERATED BY A VERY POPULAR REQUEST!

Autumn, 1904: England: r F St.P(sc) OTB. Russia: r A War-IKR
England (Bloom): Bld 1981IR

A EDI. Also has
A Bel & F's Iri, Lpl,
Nrg, & Nwy (6).

France (Martin): Even.
Has A's Par, Bur,
Cly & F's Nao & Mid (5).

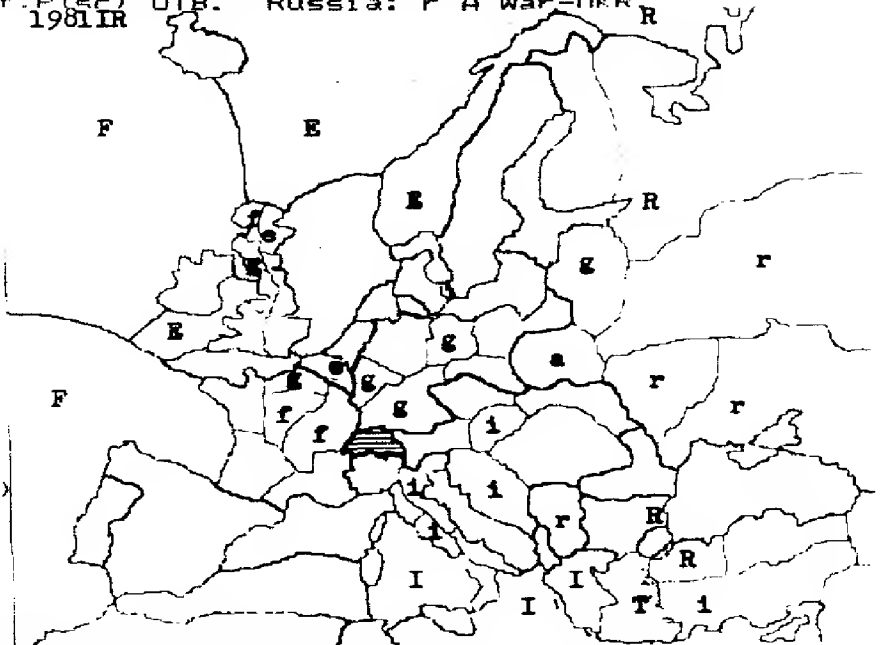
Germany (Carter): Blds
A Ber. Also has A's Lvn,
Mun, Ruh, & Pic (5).

Italy (Kollmer): Blds
A Ven & A Rom. Also has
F's Tyn, Ion, & Gre &
A's Smy, Tri, & Vie (8).

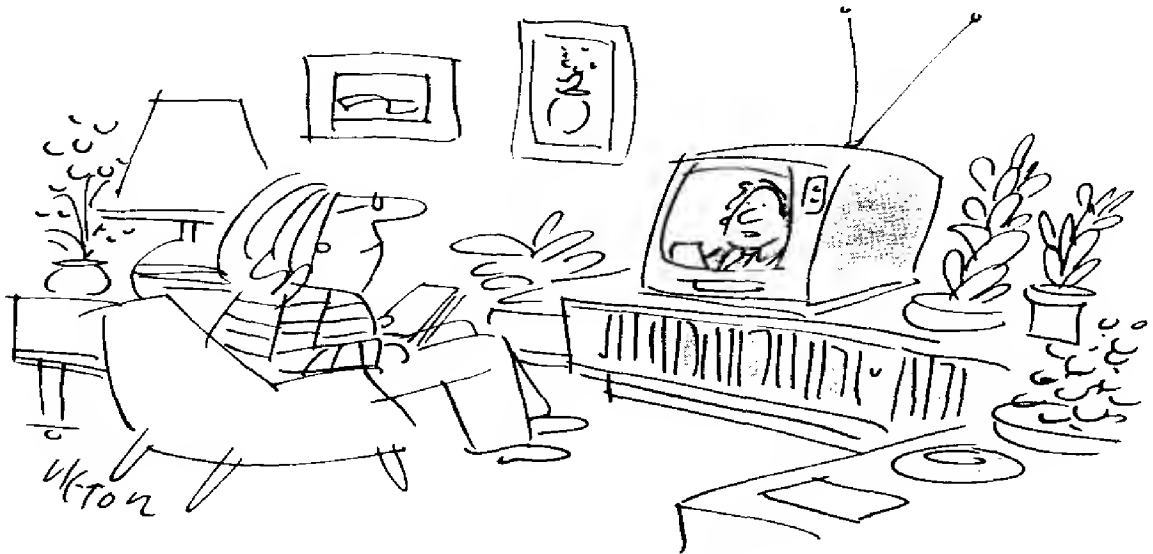
Austria (Scheifler): Rems
A Gal. Has A War (1).

Russia (Furey): Blds A Sev.
Also has F's Bar, St.P(sc)
Bul(ec), Con & A's Mos,
Ser & Ukr (8).

Turkey (Felella): Removes
F Ank. Has F Aeg (1).



Orders for Spring, 1905 are due by April 6, 1983. I have orders on file from Germany, Austria, and Turkey.



"The Senate met for a few beers today and then recessed until Tuesday."

From New Yorker 1/31/83

1981IM -The Great Neck Game

"Fall, 1907"

PEACE COMES TO EUROPE AS THE RED, WHITE, AND BLUE CONTROL ALL!!!!

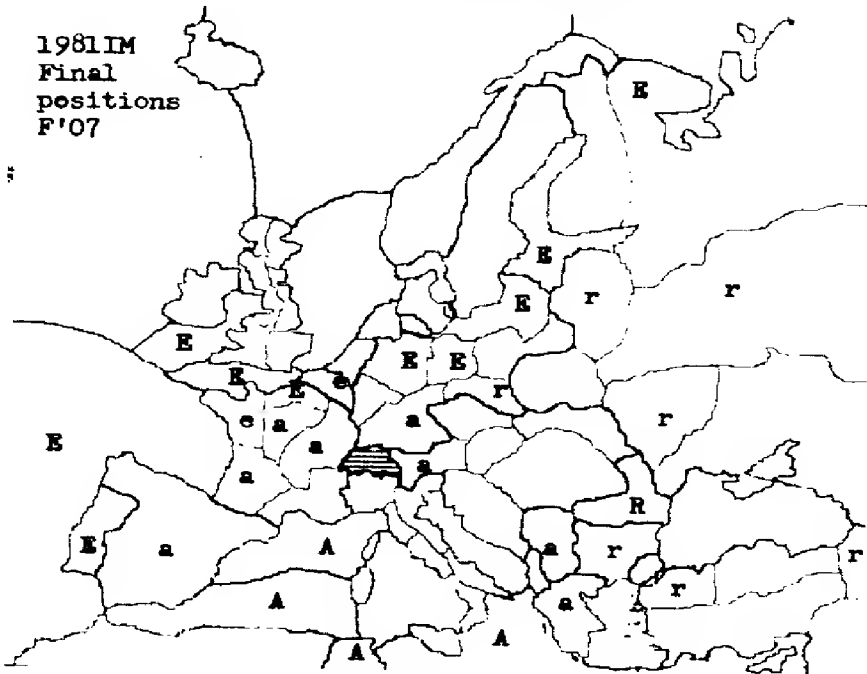
England (Bloom): F Wes-
MID; F Mid-POR; A Par-
BRE; F Bre-ENG; F Eng-
IRI; F Bel-PIC; A Ruh-
BEL; F KIE S F Ber;
F BER S F Kie; F BAL S
F Ber; F BOT S F St.P(nc);
F ST.P(nc) H.

Italy (Budd): F Por H.

Austria (Nadaner): F Alb-
ION; A GRE & A SER H;
A Vie-TYR; A Tyr-MUN;
A Mun-BUR; A Bur-PAR;
A Mar-GAS; F Tyr-WES;
F TUN S F Tyr-Wes;
F LYO S A Spa; A SPA
S ENGLISH F Mid-Por.

Russia (Halpern): A CON S
A Bul; A BUL S A Con;
A Smy-ARM; F Bla-RUM;
A Sev-UKR; A LVN-St.P;
A MOS S A Lvn-St.P;
A SIL S AUSTRIAN A Mun-
Ber(nso).

1981IM
Final
positions
F'07



The Italian F Por is dislodged and annihilated. Here is the 1907 supply center chart:

England: Home, Nwy, Swe, Den, Bel, Hol, Kie, BER; St.P, Bre, Par, POR (13). Build 1.

Italy: Eor (0). O-U-T.

Austria: Home, Ser, Gre, Nap, Rom, Ven, Tun, Mun, Mar, FAR, Spa (13). Build 1.

Russia: Sev, Mos, War, Smy, Con, Ank, Rum, Bul, Ber (8). Even (was 1 short).

With these moves, the three remaining players have agreed to call it a draw (a draw was proposed conditional upon Italy's being eliminated). Here is the final stats for the game:

Zine: ANDUIN

GM: Eric Kane

Players:

England: Scott Bloom (draw F'07) / France: Jeff Trester (Res S'03), Brian Lorber (Out F'06). / Germany: Sean Lorber (Out F'05)
Italy: Steve Brooks (Res F'05), George Budd (Out F'07). Austria: Glenn Nadaner (Draw F'07). Russia: Ken Halpern (Draw F'07).
Turkey: John Ferguson (Out F'06).

	'01	'02	'03	'04	'05	'06	'07	
Eng:	5	8	8	10	11	12	13	(Draw)
Fra:	5	5	5	3	3	0	--	(Out F'06)
Ger:	5	3	3	1	0	--	--	(Out F'05)
Ita:	4	3	1	2	2	1	0	(Out F'07)
Aus:	5	6	9	9	9	12	13	(Draw F'07)

	<u>1901</u>	<u>1902</u>	<u>1903</u>	<u>1904</u>	<u>1905</u>	<u>1906</u>	<u>1907</u>
Rus:	6	6	5	6	7	9	8 (Draw F'07)
Tur:	4	3	3	3	2	0	-- (Out F'06)

And so that raps up 1981IM. This was an irregular game since all members are from Great Neck. 1981IM began in Anduin #2 and ended in #19/20. It started in October of 1981 and ended in March of 1983. Lasting roughly a year and a half. This was the first game to be run in Anduin though not the first to end. Congrats to Scott, Glenn and Ken for finally pulling it off. End-game statements will be due by **April 6** and will be printed with the next issue of Anduin out in June.

1885II

"Spring, 1886"

EVERYBODY MUST GET CONVOYED!

England (Chisholm): F Ice-HEBS; F Ire-NAO; F Liv-IRI; A Lon-BRE;
F ENG C A Lon-Bre.
France (Dupont): F Bre-MID; A SWI H; A PAR-Bur; F MAR-Lyo.
Spain (Belliveau): A Val-CAT; F Cad-POR; A Por-AST; A Mor BOARDS
F Albs; A/E ALBS-Lyo, A Disembarks-Mar.
Germany (Wrobel): A BEL-Bur; F HOL H; A Mun-SWA; A Dre-SIL; A Cour
-WAR; A PRU S A Cour-War.
Sweden (Charneley): A Arch-MOS; A SIB S A Arch-Mos; A Nwy-ARCH;
A Sto-LAP; F Den-MAL.
Russia (Scheifler): A Mos-COUR; A War_S_A Mos-Cour; F ST.P S A Mos
-Cour; F SEV H.
Italy (Shuetz): A SMed-EGY; F SMED S A SMed-Egy; F Sic-TYN; F Tun
-WES.
Austria (Anderson): A TYR "airdrops on Ankara" H; A BUL-Con; F Spl
-ALB; A Ser-MAC; F GRE S A Ser-Mac; A Clu-GAL.
Turkey (Slaughter?): NMR!!! A LEV, A Mac, F BLAS & F SMY U, H.

The Turkish A Mac is dislodged and annihilated and the Russian A War is dislodged and retreats to Ukr. Orders for Fall, 1886 are due by **April 6, 1983**. Players are reminded that I am using the standard Diplomacy "Spring, Fall, Winter" turn secession. One player wanted to know that if during a fast ferry, the convoying fleet could also support the army into the province. The answer is no. In order for a fleet to support an army into the place it is convoying it, the army must already be boarded on the convoying fleet.

PRESS:

Swabia: The French violation of Swiss neutrality is an outrage! Such an action could plunge all of Europe into war. The Kaiser gives his personal assurances that Swiss independence will be restored and sustained by the courage and commitment of the German people.

GM: I'd like to see you do it!

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1982Bxm02

"Spring, 1903"

MASSIVE FRENCH CONVOY DISRUPTED BY FAR EAST TRAVELERS!

England (Scheifler): F Edinburgh-NORWEGIAN SEA; A London-NORWAY;
(8) F NORTH C A London-Norway; F St. Petersburg-BARENTS SEA;
F Liverpool-NORTH ATLANTIC OCEAN; F IRISH SEA S F Liverpool-
North Atlantic Ocean; F OMSK-Siberia; F SIAM GULF U, H.
France (Dupont): A MORROCCO-Belgium; F Mid-Atlantic & F ENGLISH C

(8) A Morocco-Belgium: A PICARDY S A Morocco-Belgium: A Burgundy-Ruhr; A MARSEILLES-Burgundy; E CAMBODIA-Thailand; F Annam-SOUTH CHINA SEA.

Germany (Haakey): A Munich-BURGUNDY: A BELGIUM S A Munich-Burgundy: (8) A RUHR S A Belgium; A Kiel-LIVONIA; F BALTIC C A Kiel-Livonia: A PRUSSIA S A Kiel-Livonia: A SILESIA-Warsaw; E SWEDEN-Gulf of Bothnia.

Italy (Slaughter): A Venice-TUSCANY; A Tyrolia-VENICE; A NAPLES H; (8) F Tunis-IONIAN; F Ionian-AEGEAN; F EASTERN MED S F Ionian-Aegian; F Ethiopia-RED SEA; F Arabian Sea-PERSIAN GULF.

Japan (Charneley): F South Pacific Off Board Box-MID-ATLANTIC; (8) F NORTH PACIFIC OFF BOARD BOX S F South Pacific Off Board Box-Mid-Atlantic; F Tokyo-NORTH PACIFIC OCEAN; F Osaka-SOUTH PACIFIC OCEAN; F Okhotsk Sea-SEA OF JAPAN; F Vladivostok-KOREA; F EAST CHINA SEA S F Vladivostok-Korea; E BORNEO S INDIAN E Malayan Sea-Siam Gulf (nsq).

China (Nadanner): A Outer Mongolia-SINKIANG; A Sinkiang-TIBET; (7) A Laos-SHAN; A Hankow-SIKANG; A Peking-KANSU; A MANCHURIA-Siberia; F Yellow Sea-CANTON.

Turkey (Furey): A EGYPT, A GREECE, A ANKARA, A ARMENIA, F BLACK (7) SEA, F CONSTANTINOPLE, & E Iran all H.

Austria (Anderson): F Montenegro-ADRIATIC SEA; A Trieste-TYROLIA; (6) A VIENNA S A Trieste-Tyrolia; A Serbia-TRIESTE; A Romania-SERBIA; A Cluj-GALICIA.

India (Shuetz): A Turkestan-IRAN; A AFGHANISTAN S A Turkestan- (6) Iran; F Madras-BAY OF BENGAL; F Ceylon-EAST INDIAN OCEAN; A BURMA-Thailand; F Malayan Sea-JOHORE.

Russia (Jung): A Livonia-WARSAW; A MOSCOW S A Livonia-Moscow; (4) F Sevastopol-ROMANIA; E GULF OF BOTHNIA-Sweden.

The French A Bur is dislodged and may retreat to Par, Gas or OTB. The French F Mid is dislodged and can retreat to Algeria, Portugal, Spain, Gascony, Brest, Mid OBB, or OTB. Also any OBB's that go directly to MID (I'm not going to check them all out!). The Turkish F Iran may retreat to Baghdad, Sind, Arabian Sea or OTB. Regarding Ted Furey, he called to say that he had lost his map and wanted all units to hold until I could send him another map. He is still playing Turkey. Orders for Fall, 1903 are due by **April 6, 1983**.

PRESS:

Austria-Italy: Go away.

China-Japan: Korea is all yours.

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1981KI cont'd from page 28.

The deadline for W'05 and S'06 is **April 6, 1983**, unless a majority of the players want a seperation. Send in conditional orders no matter which way you vote.

PRESS:

Trieste-Rome: I didn't believe you would come through for me. I felt it was too risky to trust you.

Turkey-Game: Goodbye cruel world!

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1981IP cont'd from page 30

Russia-England: I'll suicide to keep you from a win or draw - what a pity - you can't even give your Austrian puppet master your centers! (ha, ha, ha, ha!)

Nwg-Eric Ozog: Is it piracy to prefer dieing up here to the standard F Tun?

GM-Nwg: Your play this game is the definition of piracy!

Russ-Turk: Oh, okay you get Phyllis!

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Book Review- By Scott Cameron, 4 Meadow Lane, Hicksville, NY, 11801.

The Three Stooges Scrapbook by Jeff Lenburg, Joan Howard Maurer, and Gregg Lenburg. 288 pp.

This book is the "official, authorized" biography of the famous comedy team and one of the authors is the daughter of Moe Howard. Although it is apparent that a lot of research has gone into this book, it is ultimately neither as satisfying nor as complete as could have been hoped.

The early, and by far more interesting, part of the book is concerned with short biographies of all the various members of the Three Stooges over the years including their early foil, Ted Healy though overlooking such people as Vernon Dent, Emil Sitka and Kenneth MacDonald who appeared frequently in Stooge comedies. This is followed by a long chapter on a "Historical Overview" tracing the career of the Stooges from vaudeville to their ultimate dissolution. At the end of the book is a long and comprehensive filmography which includes such trivia as release dates, production numbers, casts and synopses. In between the filmography and the biographical sketches, and comprising the bulk of the book, are chapters on such ancillary areas of Stoogiana as comic books, merchandise, record albums, Stooge impersonators and so forth.

One good point of the book is its excellent research. The chapter on Stooge record albums, for example, includes summaries of the contents of each of the albums made by the boys and the filmography, as mentioned before, is very complete. There are also a lot of photographs, many of them rare and unusual. There is, for example, a publicity photo in which a theatre owner filled in for Larry who failed to show up for the shooting and a photo of an ad the Stooges put in the paper at the beginning of their career offering \$5 in gold to anyone who could come up with a good name for their aspiring comedy team.

Of the book's flaws, some of the minor ones involve the filmography, the synopses of which include a number of, admittedly trivial errors. In addition, the authors saw fit to rate each film with from one to four stars (except for the short "Cuckoo On A Choo-Choo" which got a well deserved zero) and some of these ratings are a little odd. The later films seem to have been given generally higher ratings than the earlier ones and none of the Joe Besser shorts was rated lower than a "2" with many of them given a "3" which is a little ridiculous. A 1963 film, "Four For Texas", which is definitely one of the worst movies ever made and in which the Stooges perform one, rather flat, routine, is given 2^{1/2} stars

while the 1942 film "My Sister Eileen", a very enjoyable film in which the Stooges have a brief but very funny appearance is given only 2.

Complaints about the ratings of films could be called quibbling, but in this case they represent a more important flaw in this book. That is the fact that the authors have tended to ignore the Stooges earlier film career in favor, mostly, of trivia. What ought to have been the best part of the book, details on the Curly and Shemp short subject films, has been covered in a very inadequate manner. While it could be argued that most of the people involved, including the Stooges themselves, are dead and much of the information lost, certainly a diligent researcher could have come up with something. In this area the book compares unfavorably with Moe Howard's earlier book, Moe Howard & The Three Stooges which, while containing many inaccuracies, at least gave some of the feel of filming the early movies. Anecdotes and production details are sorely missed from this book.

A final flaw is the lack of an index. How anyone could produce a non-fiction book without an index is beyond me but it is an unfortunately common practice and is present in this book.

The audience for this "Scrapbook" will be mostly avid followers of the Three Stooges and non-fans should beware. Real fans will also want to get Moe's book which should serve to complement this one. It is unfortunate that no good, comprehensive history has been done on the Three Stooges as has been done on the Marx Brothers or Abbot and Costello but, since this book is likely to be the last word on the subject, we'll probably just have to live without it.

((Thanks and three free issues to Scott for the book review. I'm a Stooges fan but not radically so. I remember my father forbidding my brother and I from watching them when we were younger because it was violent. This of course just made it more of a challenge and we enjoyed watching them all the more. Even he eventually gave in since they are so funny! For me, Curly was always the funniest and I always felt that the old films were the best.))

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the Crystal Ball cont'd--

John Caruso (160-02 43 Ave, Flushing, NY, 11358 is collecting information for a GM hobby code of ethics. I wrote an 8 page article on the very subject in Larry Perry's Round Table, but it seems John is on the move already (Larry's RT is yet to come out with the 2nd issue). He wants all suggestions for what should be included in any such code by April 5th. I'm glad to see such a thing happening in the hobby. It shows that we can change and we can improve. I've got a few ideas I'd like to throw at John and if any of you people do also, send 'em in.

John Caruso (again), as a member of the Dipcon Administration Committee has set the record straight that Dipcon will be held in Detroit July 15, 16, & 17. He also reports that Ben Schilling

will be running the Variants tournament. I'm wondering just what variant are we going to play in the variant tournament. This information might be important when I make my decision whether to join it or not! I probably won't though, I intend to join the Rail Barons tourney as long as it doesn't conflict with the Dippy tourney. John also says that there may be a Panel Discussion or seminar like last year but probably not both. Also, they're thinking about having a Diplomacy auction where you can sell old Dipzines (usually in bunchs, not one at a time!) and assorted other stuff. The whole thing sounds like a lotta fun and I hope to see many of you there!

Randolph Smyth has announced the 1983 Runestone zine and GM poll. This being the same fracas we just finished discussing a few months ago! The poll has changed hands and except for a few minor changes and promises, it is pretty much the same thing as was the Leeder Poll last year. I'm not going to reprint all the info here yet 'cause I don't think you folks should vote yet! The poll deadline is July 4th so you've got plenty of time. You'll be hearing more in a few months.

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Well, that just about wraps up this issue. I should say this double issue! I must say I have enjoyed putting it together and feel that it is one of my better efforts. I want to stress again that I will not be folding. The next issue will come out in late June, after all my testing is over. When you next hear from me I will be a changed man. My life may well have been decided one way or another, at least my immediate future. I need to score above 1250 if I have any chance of getting into the kind of college I want to attend. It looks like my first choice is going to be U. of P (Hi Woody!), I'd love to get in there. We'll see. Though I'm unhappy about suspending Anduin temporarily, I feel very optimistic about the tests and my schoolwork in general. I want to thank all the people who have given my advice and encouragement. I'm going to need it! These are trying times for me and I feel a lot of pressure but I don't mind. I like life this way! Where else can I get such excitement?!! Just to remind everyone again, I will be continuing to run the games on a five week schedule, and the next deadline for most games is April 6, 1983. I guess that's about it for now, see y'all soon!



The End

Anduin # 19/20
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Your sub ends with the issue
listed on your mailing label.

(T) Trade
(S) = Sample
(C) = Complimentary
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You are needed as
a standby in game

See page

Your code # for all
Anduin games is 34

Notes:

